



VOLLEYBALL

**2024 and 2025
Women's Rules Book**



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2024 AND 2025 NCAA WOMEN'S VOLLEYBALL RULES AND INTERPRETATIONS

NATIONAL COLLEGIATE ATHLETIC ASSOCIATION



THE NATIONAL COLLEGIATE ATHLETIC ASSOCIATION

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NCAA Women's Volleyball Rules Committee

The chart below lists the members of the committee who voted on and approved the rules included in this edition of the book. This information is being included for historical purposes.

Name	Institution	Term Expiration
John Cook	University of Nebraska-Lincoln	8-31-25
Matthew Cribbin	American International College	8-31-26
Annie Fiorvanti	University of Connecticut	8-31-26
Kelley Hartley Hutton	Purdue University Fort Wayne	8-31-27
Lyndsey Oates, chair	University of Northern Colorado	8-31-24
Julia Rowland	Coker University	8-31-27
Ben Somera	Wesleyan University (Connecticut)	8-31-24
Kurt Vlasich	Claremont McKenna-Harvey Mudd-Scripps Colleges	8-31-27
Julie Voeck*	Secretary-Rules Editor	8-31-31

* Nonvoting member



For a complete and current listing of the NCAA Women's Volleyball Rules Committee, please go to: ncaa.org/playingrules.

Those seeking interpretations of rules or play situations may contact:

Julie Voeck
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Major Rules Changes for 2024 and 2025

*The changed rules listed below are identified in the rules text by a **shaded background**.*

Rule	Change
<u>6.5.2</u>	Failure of the host administration to control or address spectator conduct in the playing area as described in Rule 19.2.5.4 will result in assessment of an administrative yellow card (warning) to the team at fault. Subsequent crowd control issues during the same match may be further sanctioned with an administrative red card (point) per incident.
<u>7.1.1.4</u>	Allow uniform bottoms to contain a single conference logo, not to exceed 4 square inches. Uniform bottoms may also contain no more than two names or abbreviations placed on the front, side or back of the bottoms that identify the school, the school nickname or mascot, the player's name, or any other designation as approved by the institution. The uniform bottoms may also contain a single manufacturer's logo per Rule 7.1.3. No commercial advertising is permitted per Rule 7.1.3.5.
<u>7.2.2</u>	Allow players to wear small, snug-fitting jewelry such as studs, posts, nose rings and ear cuffs. No jewelry will be allowed below the chin.
<u>7.2.3.2</u>	Require any item that goes entirely around the head, such as a headband, sweatband, bandanna worn as a sweatband or hair control device, to be a single solid color and adhere to Rule 7.1.3.1 regarding logos.
<u>12.1.1</u>	Allow a maximum of two liberos to be designated for each set by indicating the libero player's number(s) on the lineup sheet for that set.
<u>14.2.3.1</u>	Successive contacts with various parts of the player's body in a single attempt to play the ball are permitted during the team's second hit if the ball is next contacted by a teammate.
<u>17.2.2</u>	Require that all protests be resolved during the match (eliminate the requirement that protest information be forwarded to the NCAA Women's Volleyball Secretary-Rules Editor for a final decision on a protest after the match).
<u>18.1.4.2.5</u>	Allow coaches to challenge interference above the net as defined in Rule 15.2.3.

Significant Editorial Changes

Rule	Change
1.5.4	The referee stand shall be placed on the opposite side of the court from the team benches.
15.2.1.3	It is not a fault if a player's hair contacts the net or antenna.
18.1.5.5.1	At the end of a set, a challenge must be requested before the first referee gives the end of set signal.
18.1.5.5.2	At the end of the match, a challenge must be requested before the first referee leaves the referee stand.
19.3.8.3	The second referee reviews the available video to determine if there is indisputable video evidence to reverse the original decision, or relays the decision made by the review official if one is used.
19.5.2.1.2	During play, the line judges signal when a server commits a line fault on the end line or extension of the sideline that the line judge is responsible for.

Points of Emphasis

1. **Correctable Error (Rule 19.1.4.1):** If incorrect information provided by the officials regarding substitutions, timeouts, challenges used or lineup checks leads immediately to a related fault, it is a correctable error. (See Rule 19.1.4.1.)
2. **Warmup Area:** The warmup area begins at the end of the team bench or at the end line (whichever is nearer the scorer's table), and is located at least 1.75 meters (70 inches) from the court and must not interfere with the line judge. (See Rule 5.2.2.1.)
3. **Intermission:** For the intermission between sets two and three, if the players are leaving the playing area, the timer can wait to start the clock until the players have left the playing area (maximum of 45 seconds). If the coaches remain on the court for media interviews, the same delay may be used concurrently (maximum 45 seconds). (See Rule 8.4.2.2.)
4. **Court Markings:** Court markings must adhere to the specifications described in Rule 1. If the referees identify that court markings are not legal and cannot be remedied for the current event, the match will be played and then the referees will communicate with the school administration or conference and the NCAA Women's Volleyball Secretary-Rules Editor after the event.
5. **Computerized Scoring:** Some of the computerized scoring systems require rosters to be entered before the match begins. Adding a player's number to the roster after play begins is time-consuming and cumbersome. Scorers should verify the uniform numbers for all team members before entering the player numbers into the scoring system. Coaches or assistant coaches should confirm that all uniform numbers match the program/roster before the numbers are entered into the computerized scoresheet. NOTE: Conference coordinators and event management staff are encouraged to have an additional scorer keep

a paper version of the scoresheet as either the primary scorekeeping document or as a backup until the scorer is proficient at computerized scoring.

6. **Lineup Check:** Prior to the first serve of each set, the scorer and assistant scorer should confirm each team's starting lineup with the scoresheet at the same time the second referee is confirming each team's lineup with the lineup sheets. (See Rules 19.3.5.2 and 19.4.3.5.)
7. **Assessment of Sanctions:** It is important for officials to control team bench behavior during the match. The assessment of sanctions is expected when team members demonstrate unsporting behavior, including those actions listed in Table 1. (See Rule 6.1.1.1.)
8. **Timeouts:** The default length of a timeout is 75 seconds. A timeout may be reduced to 60 seconds or increased to 90 seconds. A maximum of 90 seconds may be displayed on the visual clock for a timeout. (See Rule 11.2.3.3.)

Ball Handling Judgment Guidelines

Consistency in ball handling judgment

- Only the contact point should be considered when determining legality of the contact.
- Outside influences such as player technique, spin, coaches' expectations or crowd reaction should not be considered when judging the legality of the contact.
- There is no body/ball position or playing technique that automatically results in illegal contact.

Points of Emphasis

- Rule 14.2.2 has not changed. A caught or thrown ball, or prolonged contact with the ball on any team hit is a fault, irrespective of what happens after the ball is played.
- The language in Rule 14.2.3.1 only allows successive contacts on a team's second hit if the ball is next contacted by a teammate. This may result in a delayed whistle for the fault if the referee determines there were successive contacts, but must wait to see if a teammate subsequently contacts the ball.
- Successive contacts on a third team hit is a fault and should be whistled immediately.

Preface

For ease of reference, rules are divided numerically by rule number. The NCAA Women's Volleyball Rules have been designated as either administrative rules or conduct rules. The conduct rules are those that deal directly with the competition itself. No rules may be altered, unless flexibility is indicated in a specific rule or it has been denoted as an administrative rule by the committee. Administrative rules that can be changed by mutual consent of the institutions are 1.1.1.1, 1.1.2, 1.4.3, 8.5.2.1.1, 9.1.1.2 and 11.2.3.3.

All NCAA member institutions are required to conduct their intercollegiate contests according to these rules.

Important Information for Manufacturers of New Equipment and Apparel

The NCAA Women's Volleyball Rules Committee is responsible for formulating the official playing rules for the sport. The committee is not responsible for testing or approving playing equipment for use in intercollegiate women's volleyball.

Equipment manufacturers undertake the responsibility for the development of playing equipment that meets the specifications established from time to time by the committee. The NCAA urges manufacturers to work with independent testing agencies to maximize the safety of products. Neither the NCAA nor the NCAA Women's Volleyball Rules Committee certifies the safety of any volleyball equipment. Only equipment that meets the dimensions specified in the NCAA Women's Volleyball Rules shall be used in intercollegiate competition. Similarly, only uniforms that meet the rules specifications shall be worn.

While the committee does not regulate the development of new equipment and does not set technical or scientific standards for testing equipment or the approval or disapproval of specific playing equipment, the committee may provide manufacturers with informal guidelines as to the equipment-performance levels it considers consistent with the integrity of the game. The committee reserves the right to intercede in order to protect and maintain that integrity.

In general, the rules addressing uniforms are intended to positively impact the following needs:

COACHING - Identification of an opponent's personnel when scouting on video and for in-game coaching strategy.

OFFICIATING - Proper reporting of faults, identification of disqualified players, or players involved in an altercation.

IMAGE - How players appear on television/fan appeal.

The NCAA Women's Volleyball Rules Committee strongly suggests that manufacturers planning innovative changes in volleyball equipment submit the equipment to the Rules Committee for review before production.

RULE 1

Facilities and Equipment

1.1 PLAYING AREA

The playing area includes the playing court and the free zone. (See Figure 1.) The entire playing area must be visible to all team members and officials.

1.1.1 Playing Surface

The court and a free zone area at least 2 meters (6 feet, 6 inches) adjacent to and surrounding the court must be flat, smooth and free of obstructions, other than net supports. The free zone may include playing area that is even with or not more than approximately 1.25 centimeters ($\frac{1}{2}$ inch) lower than the primary surface. For facilities constructed after 2016, a free zone of 3 meters (9 feet, 10 inches) is required.

1.1.1.1 The recommended free zone area is 3 meters (9 feet, 10 inches) outside the sidelines and 4.5 meters (14 feet, 9 inches) beyond the end lines.

1.1.1.2 Media equipment and personnel are restricted from the areas in front of the team benches, scorer's table and warmup area and from the playing surface between the attack lines extended on the bench side of the court during play, including during challenge reviews. In other areas, media equipment and personnel on the playing surface must be at least 2 meters (6 feet, 6 inches) away from the court, and within 1 meter (3 feet, 3 inches) of the boundary defining the playing area. During timeouts and between sets, media personnel will be permitted on the court unless prohibited by the host institution or tournament director, but must not delay the resumption of play.

1.1.2 Overhead Clearance

1.1.2.1 The playing space includes the playing area and the space above it. The recommended clearance over the playing area is 12.4 meters (41 feet), measured from the playing surface. For facilities constructed after 2006, the space above the playing area must be free of obstruction to a minimum height of 7.62 meters (25 feet) measured from the playing surface.

1.1.3 Nonplaying Areas

Nonplaying areas are defined as:

1.1.3.1 Walls, bleachers or other spectator seating areas;

1.1.3.2 Team benches and any area behind them;

1.1.3.3 Area between the scorer's table and team benches; and

1.1.3.4 Any other area outlined in the prematch conference that is deemed by the first referee to be unsuitable or hazardous. (See Rule 1.4.2.)

1.2 THE COURT

1.2.1 Dimensions

The playing court is 18 meters (59 feet) long by 9 meters (29 feet, 6 inches) wide. (See Figure 1.)

1.2.2 Court Markings

All lines are 5 centimeters (2 inches) wide and must be a contrasting color from the floor and any other lines. (**Exception:** Rule 1.2.2.2.) No additional temporary markings other than those described below can be applied to the floor.

1.2.2.1 Court Boundary Lines—Two solid (uninterrupted) sidelines (long lines) and two solid (uninterrupted) end lines (short lines) mark the playing court.

These boundary lines are drawn inside the dimensions of the playing court.

1.2.2.2 Center Line—The axis of the center line divides the playing court into two equal team courts measuring 9 meters by 9 meters (29 feet, 6 inches by 29 feet, 6 inches) each; however, the entire width of the line is considered to belong to both courts equally. The center line extends beneath the net from sideline to sideline. The center line may have any or all of the following characteristics:

1.2.2.2.1 A solid (uninterrupted) line.

1.2.2.2.2 A solid interrupted line: 10-centimeter line, 5-centimeter break, 10-centimeter line, 5-centimeter break, etc. (4-inch line, 2-inch break, 4-inch line, 2-inch break, etc.)

1.2.2.2.3 A shadow-bordered line with .64-centimeter ($\frac{1}{4}$ -inch) borders.

1.2.2.3 Attack Line—A solid (uninterrupted) line is drawn in each team court between the sidelines, parallel to the center line. The edge of the attack line farthest from the center line measures 3 meters (9 feet, 10 inches) from the axis of the center line. The extension of the attack lines is marked with a solid interrupted line outside the court: 20-centimeter break, 15-centimeter line (8-inch break, 6-inch line) repeated five times to a total length of 1.75 meters (5 feet, 9 inches).

1.3 ZONES AND AREAS WITHIN THE PLAYING AREA

1.3.1 Service Zone

The service zone is a 9-meter (29-foot, 6-inch) wide area behind and excluding the end line. At a point 20 centimeters (8 inches) behind and perpendicular to each end line, two lines, each 15 centimeters (6 inches) in length and 5 centimeters (2 inches) in width, are drawn to mark the service zone for each team. Those lines are extensions of the sidelines and are included in the width of the zone. The service zone has a minimum depth of 2 meters (6 feet, 6 inches), but extends to the limit of the free zone.

1.3.2 Substitution Zone

The substitution zone is the area defined by the extension of both attack lines, the sideline and the scorer's table.

Court Diagram

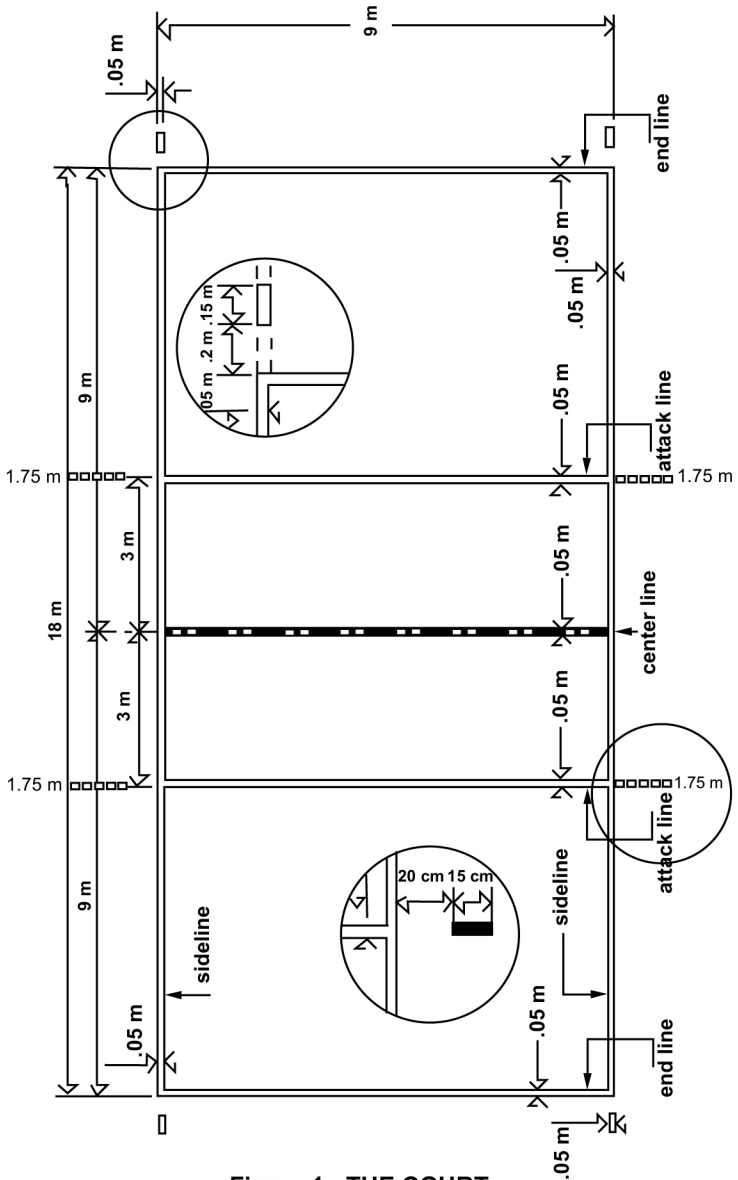


Figure 1 - THE COURT

1.3.3 Front Zone

On each team court, the front zone is defined by the axis of the center line and the attack line. The front zone, center line and attack lines are considered to extend indefinitely beyond the sidelines.

1.3.4 Warmup Area

The warmup area begins at the end of the team bench or at the end line (whichever is nearer the scorer's table), and is located at least 1.75 meters (5 feet, 9 inches) from the court and must not interfere with the line judge. (See Rule 5.2.2.1.)

1.3.5 Team Area

The team area includes the team court, the free zone surrounding it, the team bench and the warmup area. Team benches or chairs are to be placed outside the free zone on the right and left of the scorer's table not nearer the center line than the attack line.

1.4 SAFETY

1.4.1 Surface

The playing surface must not present danger of injury to the players. Play shall not be conducted on any surface that is wet, slippery or constructed of abrasive material. The playing surface may be wood or a synthetic material that is smooth and free of any abrasive surface.

1.4.2 First Referee Discretion

The playing area, in all cases, must be under the control of the first referee before and during a match. The first referee is responsible for deciding whether the playing area is suitable for play.

1.4.3 Divider Nets

It is recommended that partitions or divider nets be used to define the playing space when adjacent courts are in use.

1.4.4 Special Ground Rules

Any special ground rules for a match must be specified in the prematch conference by the first referee.

Note: The event administration and officials should take all reasonable precautions to ensure the safety of the participants.

1.4.5 Lighting

1.4.5.1 The court should be uniformly and adequately lit. For information on recommended specifications for lighting, contact the NCAA Women's Volleyball Secretary-Rules Editor.

1.4.5.2 Strobe lights are allowed for use by the host institution. Courtside flash photography is prohibited within 2 meters (6 feet, 6 inches) of the court. Flash photography outside the 2-meter area is allowed unless it presents a safety hazard.

1.5 OTHER EQUIPMENT

1.5.1 Scoreboard

A visible scoreboard must be provided. It should be divided into two parts with large numbers to provide a running score for each team. A device displaying running time and a visual display of timeouts and substitutes is recommended. Information shown on the scoreboard is not official and may not be used as a basis for protest.

1.5.2 Officials Seating

Seating should be available at or near the scorer's table for match officials' use.

1.5.3 Measuring Device

Each court should have a measuring device to check the height of the net. The measuring device should be marked at a height of 2.24 meters (7 feet, 4 $\frac{1}{8}$ inches).

1.5.4 Referee Stand

A referee stand is required. (See Rule 19.2.1.) The referee stand shall be placed on the opposite side of the court from the team benches. The referee stand and platform must be distributed evenly behind the net post. The ladder must be distributed evenly at the back of the referee platform. The platform of the referee stand must be well-supported and should be adjustable; the first referee's eye position should be approximately 50 centimeters (19 inches) above the top of the net. It should be constructed so that it presents the least potential hazard for players. The front and sides of the stand and supports must be padded. (See Rule 2.3.2.2.)

RULE 2

The Net and Related Equipment

2.1 NET MEASUREMENTS

2.1.1 Size and Construction

The net is 1 meter (39 inches) in width throughout the full length when stretched and at least 9.5 meters (31 feet, 2 inches) in length, and is placed vertically over the axis of the center line.

2.1.1.1 A double thickness of white canvas or vinyl 5 to 8 centimeters (2 to 3½ inches) wide must be sewn along the full length of the top of the net. A white net “sleeve” with a maximum width of 8.6 centimeters (3⅜ inches) may be installed along the top of the net, provided it is secured in a way that it does not affect net height or inhibit play.

2.1.1.2 A bottom tape, if used, will be white and not more than 5 centimeters (2 inches) wide. A net sleeve is not allowed at the bottom of the net.

2.1.1.3 The net must be constructed of 10-centimeter (4-inch) square dark mesh only.

2.1.1.4 The top and bottom of the net must be fastened to the posts so that the net remains taut throughout and maintains its specified dimensions.

2.1.1.5 Metal clamps and any exposed steel cable at the bottom of the net must be covered.

Note: At the prerogative of the host institution, advertising (print or decal) may be placed on the top tape, top net sleeve, bottom tape and/or tape outside the antenna.

2.1.2 Net Height

The height of the net measured from the center of the court is 2.24 meters (7 feet, 4⅛ inches). The two ends of the net must be at the same height from the playing surface and cannot exceed the regulation height by more than 2 centimeters (¾ inch).

2.2 RELATED EQUIPMENT

2.2.1 Net Antennas

The net antennas are flexible rods, 1.8 meters (5 feet, 11 inches) in length and 1 centimeter (⅜ inch) in diameter, made of fiberglass or similar material. The upper half of each antenna is marked with alternating white and red or orange bands not less than 10 centimeters (4 inches) and not more than 15 centimeters (6 inches) in width. Antennas are considered part of the net and laterally define the crossing space.

2.2.1.1 Perpendicular to the outer edge of each sideline, an antenna is fastened to the net at a distance of 9 meters (29 feet, 6 inches) from the other antenna.

2.2.1.2 The antennas are affixed to the net with fasteners that provide for quick and easy adjustment of the antenna. The fasteners must be smooth-surfaced and free of any sharp edges that are hazardous to players.

2.2.2 Vertical Tape Markers

Vertical tape markers are optional. If used, bands of white material 5 centimeters (2 inches) wide and 1 meter (39 inches) in length are fastened to the net at each end, over and perpendicular to each sideline and the center line. Vertical tape side markers are part of the net. If vertical tape markers are used, logos, markings and advertising are permitted.

2.3 NET SUPPORTS

2.3.1 Location

The posts, uprights or stands (including their bases and padding) that support the net are recommended to be at least 1 meter (3 feet, 3 inches) from the nearest point of the sidelines and should not interfere with the officials in the performance of their duties. For facilities constructed after 2008, the net supports and referee stand (including padding) shall be at least 1 meter (3 feet, 3 inches) from the nearest point of the sidelines. Net supports should present the least possible hazard for players.

2.3.2 Padding

2.3.2.1 Net standards must be padded to a minimum height of 1.7 meters (5 feet, 6 inches) with at least 1.25-centimeter ($\frac{1}{2}$ inch) thick, resilient, shock-absorbing material (such as polyethylene foam) to encase the uprights and all tensioning devices.

2.3.2.2 The front and sides of the referee stand and its support system must be padded using the same specifications as the net standards.

2.3.2.3 Any guide cables, rigid braces or wire supports must be padded using the same specifications as the net standards and marked for visibility for the players.

Note: When net supports and the referee stand are not padded as specified, the match will not be played at that site.

RULE 3

The Ball

3.1 SIZE AND CONSTRUCTION

3.1.1 Size and Weight

The ball is not less than 65 centimeters (25.6 inches) nor more than 67 centimeters (26.4 inches) in circumference, and shall weigh not less than 260 grams nor more than 280 grams (9 to 10 ounces).

3.1.2 Construction

The ball must be spherical with a flexible, smooth leather or leather-like cover of 12 or more panels with a separate bladder. It will be uniform and light in color, or a combination of colors; at least one-third of the surface must be white or light.

3.1.3 Pressure

The pressure of the ball must be between 0.3 and 0.325 kilograms/square centimeter (4.3 to 4.6 pounds/square inch).

3.2 UNIFORMITY

All volleyballs used in a match must have the same characteristics regarding color, circumference, weight, inside pressure and manufacturer.

RULE 4

Playing Space

4.1 AREAS OF PLAY

4.1.1 Playing Area

The playing area includes the playing court and the free zone (Figure 1). Each team must play within its own playing area and space. (*Exception:* Rule 15.1.3.1.)

4.1.2 Nonplaying Areas

Players may play the ball over a nonplaying area if they are in contact with the playing area at the time the ball is contacted, and may enter the nonplaying area after playing the ball. (*Exception:* Rule 4.1.3.)

4.1.3 Adjacent Courts

When competition (including warmups preceding a match) is occurring on adjacent courts, no player may enter the adjacent court before, during or after playing the ball. The free zone, including the service zone, of the adjacent court is playable area. The position of the player is the determining factor, not the position of the ball.

4.1.3.1 When adjacent courts are in use at the start of a match, the courts are considered in use until the conclusion of the match.

4.1.3.2 During tournament competition, an adjacent court scheduled for use is considered in use whether the court is occupied or not at the start of a match. During subsequent matches, if play is completed on the adjacent court, players may enter this court as legal playing area. Adjacent court rules will not change during a match.

4.2 OBSTACLES AND OBSTRUCTIONS

4.2.1 Obstacles to Play

Should the ball strike a wall or floor obstacle more than 2 meters (6 feet, 6 inches) from the court, the ball becomes out of play. (See Rule 1.1.1.)

4.2.2 Divider Nets or Other Partitions

When divider nets or other partitions of a movable nature separate adjacent courts, only the player(s) attempting to play the ball may go into the partition or move it. The ball is out of play and ruled a fault if a teammate, substitute, coach or other person moves the partition to assist play.

4.2.3 Overhead Obstructions

4.2.3.1 A served ball is out of bounds on contact with any overhead obstruction.

4.2.3.2 A ball (other than a served ball) that contacts the ceiling or other overhead obstruction that is 4.6 meters (15 feet) or more above the playing area is ruled a fault (out of bounds) in the following situations:

- 4.2.3.2.1 The ball contacts the obstruction over a nonplaying area;
- 4.2.3.2.2 The ball contacts the obstruction above the team's playing area and crosses the plane of the net into the opponent's court or is legally touched by an opponent;
- 4.2.3.2.3 The ball contacts the obstruction after a team's third contact; and
- 4.2.3.2.4 The ball contacts an obstruction above the opponent's playing area.
- 4.2.3.3 If a ball (other than a served ball) comes to rest on an overhead obstruction after contact by a team, and the ball is still playable by that team, the ball is out of play and the rally is replayed.
- 4.2.3.4 A ball (other than a served ball) contacting an overhead obstruction that is less than 4.6 meters (15 feet) above the playing area (such as a vertically hanging backboard) is immediately out of play. The rally is replayed only if, in the referee's judgment, the obstruction interfered with a play that could have been made, or if the ball would have remained in play had the obstruction not been over the playing area. This includes a ball that crosses the net before striking an unusually low obstruction over the opponent's playing area that prevents the ball from remaining in play. The ground rule for an unusually low obstruction includes all of the obstruction and its supports up to a recognizable mark above 4.6 meters (15 feet).

4.2.4 Nonplayer Interference

When an official (line judge or referee), media equipment or personnel, ball retriever, speed wiper, cheerleader or spectator interferes with a legitimate effort to play the ball in the playing area, the rally is replayed. If team members interfere with teammates' effort to play the ball, the rally is not replayed.

RULE 5

Teams

5.1 RULES OF PLAY

All team members are required to know the rules of play and abide by them.

5.2 TEAM MEMBERS

Team members are defined as all official representatives of the team, which include, but are not limited to, coaches, players, substitutes, trainers and managers.

5.2.1 Players

Players are defined as the team members on the team court. Players who are on the same team are teammates. Regular players are all players except the libero(s).

5.2.1.1 A team consists of six players. Under no circumstances may a team play with fewer than six players.

5.2.1.2 The right-back position is designated as position No. 1, and the positions are numbered counterclockwise through No. 6.

5.2.1.3 The rules do not limit the number of team members or players who may participate in a match. (See Rule 11.3.2.1.)

5.2.2 Substitutes

Substitutes are team members in uniform who are eligible to enter the match and are located on the team bench or in the team warmup area (except for medical necessity).

5.2.2.1 The warmup area begins at the end of the team bench or at the end line (whichever is nearer the scorer's table), and is located at least 1.75 meters (70 inches) from the court and must not interfere with the line judge. In the warmup area, substitutes may stand directly in front of the team bench, chairs or equipment. Substitutes must not interfere with officials' duties. If substitutes interfere with teammates' effort to play the ball, the rally is not replayed. (See Rule 1.3.4.)

5.2.2.2 Stationary exercise equipment (for example, exercise bicycles) is prohibited in the warmup area and the opponent's bench area.

5.2.2.3 Balls may not be used by substitutes, except between sets and during timeouts. (See Rule 9.2.3.2 and Rule 9.2.3.3.)

5.2.3 Playing Captain

5.2.3.1 The player designated as captain on the lineup sheet for each set remains the playing captain at all times while on the court. When the playing captain is not on the court, a coach or the outgoing captain designates another player to assume the duties of playing captain until she is replaced or until the original playing captain returns to the court.

- 5.2.3.2 The playing captain is the only player who may address the referee(s) and is the spokesperson for that team. The playing captain may only address the second referee on matters concerning the second referee's duties. (See Rule 19.3.)
- 5.2.3.3 The playing captain may ask the first or second referee for a timeout, substitution or lineup check when the ball is out of play. (See Rule 11.2.6.3, Rule 11.3.3.1 and Rule 13.1.3.8.)
- 5.2.3.4 The playing captain may ask for an explanation of the application or interpretation of the rules. If that explanation is unsatisfactory, the coach or captain may lodge a protest. (See Rule 17.)
- 5.2.3.5 If no coach is available, the playing captain may assume all duties and responsibilities of a coach.

5.2.4 Coaches

Coaches are team members who are designated on the lineup sheet for the first set of the match. (See Rule 10.1.1.5.)

- 5.2.4.1 During play, coaches and other nonplaying team members may not enter the substitution zone. Outside the substitution zone, coaches and other nonplaying team members must remain farther from the court than an imaginary line that is 1.75 meters (70 inches) from and parallel to the sideline, or in their team warmup area, and may not delay or disrupt the match. Failure to comply results in a delay sanction.
- 5.2.4.2 When the ball is out of play, coaches may approach the court briefly to instruct players on the court in a nondisruptive manner, provided they are in the bench or warmup area and do not enter the court, service zone or substitution zone.
- 5.2.4.3 When the ball is out of play, only the head coach from each team may address the referees for the purpose of quickly clarifying a non-judgmental rule, requesting a challenge, or lodging a protest. Any coach (See Rule 10.1.1.5) may confirm the number of timeouts or substitutions their team has used, or request a substitution, lineup check or timeout (See Rule 11.2.6.3, Rule 11.3.3.1 and Rule 13.1.3.8). Coaches may not enter the substitution zone to address the referees concerning judgment decisions at any time. Failure to comply results in an individual sanction to the head coach or the offending coach, at the discretion of the referees.
- 5.2.4.4 Coaches must be in the bench area or warmup area to request timeouts, substitutions or lineup checks. A request from another area is an improper request and is denied.

RULE 6

Individual and Team Sanctions

6.1 INDIVIDUAL SANCTIONS

6.1.1 Definition of Misconduct

Misconduct is any behavior, action or conduct by a team member toward officials, opponents, team members or spectators that is deemed inappropriate by the referees. Misconduct is subject to sanction by the first referee.

6.1.2 Individual Misconduct Sanctions

Misconduct results in one of three sanctions (See Table 1) according to the degree of the offense. Repeated misconduct by the same team member in the same set is sanctioned progressively. However, assessing any sanction does not require the prior assessment of any other sanction. Similar unsporting acts by two different team members should result in a separate sanction for each team member.

6.1.2.1 **Warning**—For minor unsporting offenses such as inappropriately addressing opponents, spectators or officials, shouting and disrupting the conduct of the set, a warning (individual yellow card) is assessed by the first referee and is recorded on the scoresheet. A second minor offense during the same set by the same team member results in a penalty (individual red card).

6.1.2.2 **Penalty**—For rude, offensive conduct, a second minor offense or other serious offenses, a penalty (individual red card) is assessed by the first referee and is recorded on the scoresheet. A penalty automatically results in a loss of rally by the offending team and a point for the opponent. A second act warranting a penalty to the same team member during the same set results in disqualification.

6.1.2.3 **Disqualification**—Any simulated, attempted or actual physical aggression toward officials, opponents, other team members or spectators. Extremely offensive conduct or repeated rude conduct toward officials, opponents, other team members or spectators during a match results in the disqualification of the team member for the remainder of the current match and that team's entire next match (red and yellow cards held apart), and is recorded on the scoresheet. Additionally, a disqualification automatically results in a loss of the rally by the offending team and a point for the opponent.

6.1.2.3.1 Disqualified team members must leave the playing and spectator areas for the remainder of the current match and are restricted from participation in the subsequent match.

6.1.2.3.2 Disqualified team members are permitted up to one minute to pick up belongings from the bench area provided they refrain from further misconduct. If the team member has not departed the team and spectator areas within one minute, the playing captain is warned that further delay

will result in a default of the set. If the team member has not departed within 15 seconds after this warning, the set is defaulted.

6.1.2.3.3 In the subsequent match, disqualified players are restricted from any participation, including the timed warmup activities.

6.1.2.3.4 In the subsequent match, disqualified coaches are restricted from any participation after the referees arrive at the court and begin administration of the match.

6.1.2.3.5 The use of tobacco by student-athletes, or team or game personnel (e.g., coaches, athletic trainers, managers and game officials), is prohibited during competition. Any student-athlete, or team or game personnel, who uses tobacco during competition shall be disqualified for the remainder of that competition.

Note: A disqualified player must be replaced by means of legal substitution. If a legal substitution is not possible, the team is declared incomplete and the match is defaulted. (See Rule 8.5.2.2.)

6.1.3 Team Discipline

The head coach and playing captain are responsible for discipline and proper conduct of their team members. If a nonplaying team member is guilty of misconduct but cannot be identified by the referees, the sanction is assessed to the head coach.

6.1.4 Disruptive Coaching

Engaging in disruptive coaching is not permitted and results in an individual sanction. Examples of disruptive coaching include, but are not limited to:

6.1.4.1 Coaching from a position outside the designated coaching area (See Rule 5.2.4);

6.1.4.2 Loud or abusive language;

6.1.4.3 Inappropriate comments to officials;

6.1.4.4 Comments to the opposing team;

6.1.4.5 Throwing objects;

6.1.4.6 Displaying disgust in an overt manner;

6.1.4.7 Entering the court while the match is in progress, except during a timeout;

6.1.4.8 Entering or remaining in the substitution zone while the ball is in play; or

6.1.4.9 Entering the substitution zone to address the referees about a judgment decision.

6.1.5 Use of Electronic Aids

Statistical data may be transmitted to the bench area from any location in the facility. Electronic audio or video devices that transmit information pertaining to the competition from any location in the facility to the bench or court are illegal, and their use results in an individual penalty (red card) to the coach.

6.1.5.1 Electronic video devices may be used as aids for post-match analysis.

Video may be viewed between sets outside the bench area, playing area and spectator areas.

6.1.5.2 Electronic devices may be used in the bench areas during the match for statistical purposes.

6.2 IMPROPER REQUESTS

6.2.1 Definition

Improper requests are requests for timeouts, substitutions and lineup checks that do not follow proper procedure.

6.2.2 Examples

The following are considered improper requests:

- 6.2.2.1 A request for timeout, substitution or lineup check after the first referee's whistle for service;
- 6.2.2.2 A request for timeout, substitution or lineup check by someone other than coaches or the playing captain;
- 6.2.2.3 A request for timeout or substitution after a playing action that does not result in a completed rally (See Rule 8.1.3.1, Rule 11.2.6.3 and Rule 11.3.3.1);
- 6.2.2.4 A second request for substitution during an interval when the ball is out of play without an intervening timeout;
- 6.2.2.5 A request for substitution that would result in an excess team substitution;
- 6.2.2.6 A request for substitution that would result in a wrong position entry;
- 6.2.2.7 A request for entry of an illegal player (illegal number or uniform, disqualified player, injured player replaced by exceptional substitution, etc.);
or
- 6.2.2.8 A third timeout request by one team in a set.

6.2.3 Procedures

- 6.2.3.1 The first improper request in a set is denied and noted on the scoresheet with no further sanction assessed, even if a delay sanction has already been assessed to that team in that set. The second referee should reject the request, and play continues. After the play, the team at fault is notified of the improper request, which is signaled and noted on the scoresheet. Any additional improper requests by the same team during the same set result in a delay sanction.
- 6.2.3.2 An improper request for substitution is denied and a new substitution request may not be made by that team until after the next completed rally (See Rule 8.1.3.1) or until a timeout is granted.
- 6.2.3.3 An improper request for substitution or timeout results in a delay sanction if the request is acknowledged (whistled) by a referee. If play begins with a player illegally on the court, no improper request or delay sanction is assessed; a position fault results instead. (See Rule 10.3.2.)
- 6.2.3.4 If a change in a request is because of a referee changing their mind, the revised request is honored and no improper request is assessed.

6.3 DELAY SANCTIONS

6.3.1 Definition

A delay is any action by a team or team member that delays the start or resumption of a set. Such delays are sanctioned and must be recorded on the scoresheet.

6.3.2 Examples

The following are delays:

- 6.3.2.1 A second improper request during the same set;

- 6.3.2.2 An improper request for substitution, timeout or lineup check that is acknowledged (whistled) by the referee;
- 6.3.2.3 Failure to submit a lineup three minutes before the end of the final prematch timed warmup period or 30 seconds before the expiration of the intermission between sets;
- 6.3.2.4 Delay in completing a substitution or a substitute entering the court before authorization by the referee;
- 6.3.2.5 Failure to report to the court when directed to do so at the start of each set;
- 6.3.2.6 Delay in returning to play after a timeout, or delay caused by cleanup of liquids or powders at the end of a timeout;
- 6.3.2.7 Delay in moving to positions for serving or receiving service after completion of a rally;
- 6.3.2.8 Action by a team member that creates an unnecessary delay in the start of play;
- 6.3.2.9 A delay caused by a player required to remove illegal jewelry or illegal equipment, including during the warmup period;
- 6.3.2.10 An incorrect player attempting to replace the libero. (See Rule 12.2.1.2.);
- 6.3.2.11 Improper libero replacements. (See Rule 12.2.2.); or
- 6.3.2.12 A delay caused by misuse of the challenge process.

6.3.3 Delay Sanction Procedures

- 6.3.3.1 If a delay sanction is assessed as a result of a substitution delay (See Rule 6.3.2.4), that substitution is denied, and no further substitution request may be made by the team at fault until after the next completed rally (See Rule 8.1.3.1) or until a timeout is granted.
- 6.3.3.2 The first delay in the set by a team member is sanctioned with a delay warning (yellow card). The second and subsequent delays of any type by any member of the same team in the same set constitute a delay penalty (red card) and loss of rally.

6.4 ASSESSMENT OF SANCTIONS

6.4.1 Referee's Authority

Any team or individual sanction may be assessed from the time the referee's authority begins before the match through the completion of the match.

6.4.2 Sanction Procedures During Play

- 6.4.2.1 If a player currently on the court receives an individual sanction, the first referee shows the appropriate sanction card(s), and the captain approaches the first referee's stand to acknowledge that the sanction has been assessed. The second referee may also notify the coach as needed.
- 6.4.2.2 If a team member not currently on the court receives an individual sanction, the first referee shows the appropriate sanction card(s), and the second referee clearly and immediately communicates to a coach that the sanction has been assessed. The first referee may also communicate to the playing captain as needed.
- 6.4.2.3 The first referee indicates a delay sanction by showing the appropriate sanction card, and the captain approaches the first referee's stand when

directed to acknowledge that the sanction has been assessed. The second referee clearly and immediately communicates the sanction to a coach.

6.4.3 Sanction Procedures Between Sets

- 6.4.3.1 Any sanctions assessed between sets are administered before the start of the next set.
- 6.4.3.2 When sanctions are assessed to team members or teams before the start of the match or between sets, the referees clearly and immediately communicate the sanction to the captain/coach.
- 6.4.3.3 The sanction is recorded on the scoresheet for the next set after the lineup sheets have been received and recorded.
- 6.4.3.4 When the teams are called onto the court for the next set, the first referee displays the appropriate card to begin the set.

6.4.4 Individual Sanction Procedures During Challenge

- 6.4.4.1 Any individual sanction assessed after a challenge has been accepted will be administered immediately, even if the challenge review has not been completed. If the sanction is an individual warning, the review process is completed after the sanction is administered. If a sanction resulting in a point by the team challenging is assessed prior to the review outcome, the review process is not completed, and the original decision stands. If a sanction resulting in a point is assessed after the review is completed, the result of the review process is recorded, followed by the sanction.
- 6.4.4.2 A sanction that ends a set or match will be administered immediately. The challenge will not be reviewed because the set or match is completed.

6.4.5 Multiple Sanctions

In the case of multiple sanctions, enforcement is in the order in which the offenses occurred. In the case of simultaneous offenses by opponents, the sanction is enforced first against the serving team and then against the receiving team.

6.5 ADMINISTRATIVE SANCTIONS

6.5.1 Non-Compliant Uniforms

Failure to wear uniforms that comply with Rules 7.1.1.1 and 7.1.2 will result in an administrative red card (point) for non-compliant uniforms.

- 6.5.1.1 This is a one-time assessment and does not impact individual or team sanctions.
- 6.5.1.2 The sanction will be administered prior to the start of the first set; or if the match has begun, it will be administered upon discovery. In either instance, it does not change the service order.

6.5.2 Crowd Control

Failure of the host administration to control/address spectator conduct in the playing area as described in Rule 19.2.5 will result in assessment of an administrative yellow card (warning) to the team at fault. Subsequent crowd control issues during the same match may be further sanctioned with an administrative red card (point) per incident.

Table 1: INDIVIDUAL SANCTIONS

Behavior examples	Occurrence (in a set)	Offender	Sanction	Card(s) Shown	Consequence
Minor misconduct: 1. Minor unsporting behavior 2. Repeatedly addressing officials about decisions 3. Displaying frustration 4. Attempts to influence calls 5. Attempts to intimidate opponent 6. Disruptive coaching	First	Any team member	Warning	Yellow	Warning
	Second	Same team member	Penalty	Red	Loss of rally
	Third	Same team member	Disqualification	Red and yellow held apart	Loss of rally, plus team member leaves playing, warmup and spectator areas for remainder of current match and team's entire next match.
Rude conduct: 1. Profanity 2. Deliberate interference with opponent 3. Demonstrative display of unsporting conduct 4. Illegal use of electronic aids	First	Any team member	Penalty	Red	Loss of rally
	Second	Same team member	Disqualification	Red and yellow held apart	Loss of rally, plus team member leaves playing, warmup and spectator areas for remainder of current match and team's entire next match.
Extremely offensive conduct; 1. Obscene or insulting words or gestures 2. Aggression		Any team member	Disqualification	Red and yellow held apart	Loss of rally, plus team member leaves playing, warmup and spectator areas for remainder of current match and team's entire next match.
Aggression	First		Disqualification	Red and yellow held apart	Loss of rally, plus team member leaves playing, warmup and spectator areas for remainder of current match and team's entire next match.

RULE 7

Players' Equipment

7.1 PLAYING UNIFORMS

7.1.1 Composition

The playing uniform consists of a jersey plus bottoms consisting of shorts/briefs, pants or culottes (one- or two-piece). Gym shoes are required equipment.

7.1.1.1 With the exception of the libero(s), teammates must wear uniforms of the same color, style, cut and trim, including sleeve length. Uniform bottoms may differ in style and cut, provided the color and trim is identical (i.e., players could wear shorts, spandex of varying length, pants and/or skirts). Manufacturers' logos and lettering on uniforms are not required to be identical. Shoes, socks, detached sleeves and kneepads are not considered a part of the uniform and are not required to be identical.

7.1.1.2 Libero uniforms: The libero uniform must clearly contrast from the predominant color(s) of the jersey of their teammates', excluding trim. The libero's jersey cannot be made up solely of the same predominant color(s) as their teammates', even if the like color(s) are placed differently on the jersey.

Regarding the libero jersey:

7.1.1.2.1 The libero shirt or jersey must have a visible legal number.

7.1.1.2.2 The style and trim of the libero's shirt, jersey and/or shorts may differ from their teammates'; if two liberos are used, their uniforms may differ from each other.

7.1.1.2.3 Lettering can be a different color than lettering on the regular players' jerseys.

7.1.1.2.4 Uniform numbers on the libero jersey must be a contrasting color and meet all other specifications in Rule 7.1.2.

7.1.1.3 Sublimation is allowed as long as the jersey meets all other uniform specifications.

7.1.1.4 The sleeve(s) and front and/or back of the jersey can each contain a single mascot and/or school reference. Uniform bottoms may contain no more than two identifying names or abbreviations placed on the front, side or back of the bottoms. The name(s) may identify the school, the school nickname or mascot, the player's name or any other designation approved by the institution.

7.1.1.4.1 The mascot/school reference for jerseys or bottoms must not exceed 3" x 5" (7.6 centimeters x 12.7 centimeters) or 4" x 4" (10 centimeters x 10 centimeters).

7.1.1.5 Exposed undergarments such as T-shirts, boxer shorts, tights, leotards, body suits, bicycle shorts, etc., must meet certain standards. If more than one team member (other than the libero) wears an article of clothing from the above list, the articles of clothing must be identical. If different articles of

clothing from the above list are worn on the lower body by more than one team member, the articles need not be identical, but must be similar in color.

Note: When opponents have jerseys of the same color, it may create confusion regarding which player/team has committed a fault, particularly if the match is being televised. The home team should change colors if possible.

7.1.2 Uniform Numbers

7.1.2.1 Players' jerseys must be marked with Arabic numbers not less than 10 centimeters (4 inches) in height on the chest and not less than 15 centimeters (6 inches) in height on the back. The stripe forming the numbers must be at least 2 centimeters (3/4 inch) wide at the narrowest point. Uniform jerseys worn by teammates must display numbers of the same color and size.

7.1.2.2 The number on the front of each jersey must be the same as the number on the back of the jersey.

7.1.2.3 If numbers are worn on the bottoms, the number on the bottoms must be the same as the number on the jersey.

7.1.2.4 Numbers must be solid-colored. A "shadow" trim not to exceed 1.27 centimeters (1/2 inch) in width is allowable. If trim is used, it must completely surround the number. The jersey number must be of a color that is clearly in distinct contrast with the color of the jersey, irrespective of any border around the number.

7.1.2.5 Numbers must be located on the jersey in a position where they are clearly visible. Specifically:

7.1.2.5.1 On the back of the uniform, the number must be centered.

7.1.2.5.2 On the front of the uniform, the number must be either:

7.1.2.5.2.1 Centered on the upper body (upper chest, center chest or high stomach area); or

7.1.2.5.2.2 Placed on the upper right- or left-hand shoulder area. The top of the number must be not more than 12.5 centimeters (5 inches) down from the shoulder seam.

7.1.2.5.3 Numbers must be clearly visible at all times during the match. Rolling or taping the jersey sleeves in such a way that the number is not clearly visible is prohibited.

7.1.2.6 Jerseys may be numbered from 0 through 99 inclusively. Duplicate numbers may not be worn.

7.1.2.7 The number may not be any part of a design on the jersey.

7.1.2.8 Once the lineup sheet has been submitted for the first set, players may not change numbers for the remainder of the match, unless the uniform is damaged. (**Exceptions:** Rule 11.3.7.3 and Rule 12.3.1.1.3.)

7.1.3 Logos

Note: The following article is to be enforced by each conference or institution. If officials observe uniforms that do not conform to these regulations, the team should be notified and asked to comply if possible; the match takes place regardless. The conference administration should then be notified after the match.

7.1.3.1 In accordance with NCAA Bylaw 12.5.4, an institution's uniform or any item of apparel (i.e., wristbands, headbands) that is worn by a student-athlete while representing the institution in intercollegiate competition may contain only a single manufacturer's or distributor's logo or trademark on the outside of the apparel (regardless of the visibility of the logo or trademark). The logo or trademark must be contained within a four-sided geometrical figure (i.e.,

rectangle, square, parallelogram) that does not exceed 14.6 square centimeters (2¼ square inches). Such an item of apparel may contain more than one manufacturer's or distributor's logo or trademark on the inside of the apparel provided the logo or trademark is not visible.

If an institution's uniform or any item of apparel worn by a student-athlete in competition contains washing instructions on the outside of the apparel or on a patch that also includes the manufacturer's or distributor's logo or trademark, the entire patch must be contained within a four-sided geometrical figure (i.e., rectangle, square, parallelogram) that does not exceed 14.6 square centimeters (2¼ square inches).

The restriction of the size of a manufacturer's or distributor's logo or trademark is applicable to all apparel worn by student-athletes during the conduct of the institution's competition, which includes any prematch or postmatch activities (i.e., postmatch celebrations or pre- or postmatch media conferences) involving student-athletes.

- 7.1.3.2 As authorized by the institution or conference, an additional commemorative or memorial patch to be worn by an institution is allowed as long as no safety hazard is created (e.g., names, mascots, nicknames, logos and marks intended to celebrate or memorialize persons, events or other causes). The patch shall not exceed 4 square inches (10 square centimeters) and must be placed on the front or sleeve of the uniform and may not interfere with any required markings. While not all team members are required to wear the patch, the patch must be identical for those who choose to wear the patch. As authorized by the institution or conference, other names/words intended to celebrate or memorialize persons, events or other causes are allowed on the back of the jersey/uniform where the player name is traditionally located. The names/word may vary by team member.
- 7.1.3.3 The uniform jersey and bottoms may contain a single conference logo. The logo may not exceed 4 square inches. The conference logo must not obstruct the uniform number.
- 7.1.3.4 The national flag of the NCAA member institution may be worn on the uniform jersey or bottoms. The flag may not exceed 4 square inches and must not obstruct the uniform number.
- 7.1.3.5 No commercial advertising is permitted on uniform jerseys or bottoms.

7.2 ILLEGAL EQUIPMENT

7.2.1 Safety

It is forbidden to wear any object that may cause an injury or give an artificial advantage to the player, including, but not limited to, headgear, jewelry and unsafe casts or braces. An exception is made for religious medallions or medical identifications. Such medallions or medical identifications must be removed from chains and taped or sewn under the uniform.

7.2.2 Jewelry

All jewelry must be removed except small, secured and snug-fitting jewelry such as studs, posts, nose rings or ear cuffs. No jewelry will be allowed below the chin. String bracelets, commemorative bracelets and body jewelry are considered jewelry and are not permitted. Taping over jewelry is not permitted.

7.2.3 Headgear

- 7.2.3.1 Hair barrettes are permitted as a means of securing the hair; it is not necessary that the barrettes be taped.
- 7.2.3.2 An article that goes entirely around the head such as a headband, sweatband, bandanna worn as a sweatband, or hair control device is permitted. Any such items shall be a single solid color and adhere to Rule 7.1.3.1 regarding logos. Hats are not permitted.
- 7.2.3.3 Braided hair with beads must be secured so as not to present a safety hazard to the player, teammates or opponents. If the beads are not secured, the team member may not play. If the beads come off during play, a delay sanction may be assessed.

7.2.4 Other Articles

- 7.2.4.1 Hard splints or other potentially dangerous protective devices worn on the arms or hands are prohibited, unless padded on all sides with slow-rebounding foam at least 1.25 centimeters (½ inch) thick. A soft bandage to cover a wound or protect an injury on the arms or hands is permissible. Padding or covering may be necessary for casts or braces on other parts of the body.
- 7.2.4.2 Medical equipment, such as an insulin pump or cochlear implant, is allowed; such equipment may have to be covered or padded.
- 7.2.4.3 Prosthetic limb. The prosthesis must not pose any greater danger of injury to the player and the other participants than a natural limb, nor give the wearer any advantage in competition. If necessary, the prosthesis should be padded to rebound as a natural limb.

7.3 FAILURE TO COMPLY

7.3.1 Removal of Illegal Equipment

Illegal equipment is not permitted at any time, including the warmup period.

7.3.2 Procedures

If a player on the court is wearing illegal jewelry (see Rule 7.2.2), an illegal uniform or illegal equipment, the following procedures apply:

- 7.3.2.1 If removal of the illegal item(s) causes a delay in play, a delay sanction is assessed.
- 7.3.2.2 If a substitution request is acknowledged (whistled), the substitution is denied and a delay sanction is assessed.
- 7.3.2.3 If warmup activities must be interrupted, that team is assessed a delay sanction unless the player responds promptly to the referee's request to remove the illegal item(s).
- 7.3.2.4 In all cases, the illegal item(s) must be removed before the player can participate further.

RULE 8

Scoring and Duration of Matches

8.1 PLAYING FAULTS AND CONSEQUENCES

8.1.1 Fault

Any playing action contrary to the rules is a playing fault. A double fault occurs when opponents simultaneously commit faults. The rally is replayed. If faults by opponents occur at approximately the same time, the first referee must determine which fault occurred first and penalize only that fault. If it cannot be determined which fault occurred first, a double fault is declared.

8.1.2 Scoring

A team scores a point when:

8.1.2.1 The ball contacts the opponent's court; or

8.1.2.2 The opposing team commits a fault; or

8.1.2.3 The opposing team is assessed a penalty, or an opposing team member is disqualified. (See Rule 6.1.2.)

8.1.3 Rally and Completed Rally

8.1.3.1 A rally begins with the first referee's whistle to authorize service and ends when the ball is out of play. A rally is completed when a point is awarded to either team.

8.1.3.1.1 If the serving team wins a rally, it scores a point and continues to serve.

8.1.3.1.2 If the receiving team wins a rally, it scores a point and gains the right to serve; its players must rotate one position clockwise before serving.

8.1.4 Discrepancy in the Score

If a discrepancy exists between the scoring section and the running score column of the scoresheet, the scoring section is the official score. If a discrepancy exists between the scoresheet and the visible scoring device, the scoresheet is the official score.

8.2 WINNING SCORE

8.2.1 Non-Deciding Sets

For each non-deciding set, a team that scores 25 points and has at least a two-point advantage over the opponent wins that set. If the score is tied 24-24, play continues until one team has a lead of two points.

8.2.2 Deciding Sets

A deciding set is won when a team scores 15 points and has at least a two-point advantage over the opponent.

8.2.3 Point Cap

There is no point cap on any set.

8.3 PLAYOFF SET

A playoff set is a method of breaking a tie when teams' identical win/loss records affect their advancement in a tournament. A playoff set is considered to be a match consisting of one deciding set. (See Rule 8.2.2.) Teams change sides when one team reaches eight points. (See Rule 9.2.5.)

8.4 DURATION OF MATCHES

8.4.1 Number of Sets

All matches consist of the best three out of five sets. The first team to win three sets is the winner of the match.

8.4.2 Interval Between Sets

A maximum interval of three minutes is allowed between all sets, unless an intermission is used as described in Rule 8.4.2.4.

8.4.2.1 The timing device should be started when the teams are released to change courts for non-deciding sets, or when the team representatives are released from the coin toss for the deciding set. The interval includes the time required to change team areas and submit lineup sheets for the next set.

8.4.2.2 For the intermission between sets two and three, if the players are leaving the playing area, the timer can wait to start the clock until the players have left the playing area (maximum of 45 seconds). If the coaches remain on the court for media interviews, the same delay may be used (concurrently – maximum 45 seconds).

8.4.2.3 Unless both teams report to the court before the expiration of the time between sets, the teams have the fully allotted interval. The second referee blows a whistle 30 seconds before the expiration of the interval (or first referee if the second referee is taking care of other match administration responsibilities). At that signal, the teams prepare to report to their court. If a team is not ready to play when the referee indicates that the interval has expired, the team is assessed a delay sanction. After an additional 30 seconds, if the team has not reported to the court, a delay penalty (red card) is assessed. After each additional 30 seconds, if the team fails to report, another delay penalty is assessed. The set is defaulted five minutes after the referee's indication of the end of the interval between sets. If another set is required, the same process is used after the next interval between sets has concluded.

8.4.2.4 If an intermission is used, it occurs between the second and third sets and is not longer than five minutes in duration.

8.4.2.4.1 The intermission includes at least three minutes of warmup time. Promotional activities must be completed in time to make the court available to the teams for the final three minutes of the interval between sets.

8.4.2.4.2 Each team is responsible for returning at the proper time.

8.4.2.4.3 The visiting coach must be notified before the prematch coin toss that the time between the second and third sets will be extended to a five-minute intermission. If the visiting team is not notified before the coin toss, the extended intermission is not allowed.

- 8.4.2.4.4 The time of the intermission should be visible on the scoreboard.
- 8.4.2.4.5 In intervals between other sets, promotional activities are allowed only on the host team's court.
- 8.4.2.4.6 For conference matches only, the host may use the entire playing area for promotional activities with the following guidelines:
- For the intermission between all sets, the court must be cleared with a minimum of 30 seconds remaining on the countdown clock. Conferences may determine the length of the promotional activities at their discretion, provided the court is clear with 30 seconds remaining on the countdown clock.
 - The full court may be used for promotional activities only - not spirit squads.
 - If the visiting team's half of the playing area is used, the home team's playing area must be used.
 - Team huddles must be protected from errant balls and objects.

8.5 DEFAULTED SET OR MATCH

8.5.1 Score of a Defaulted Set or Match

- 8.5.1.1 If a set is defaulted for any reason, the defaulting team retains any points earned. The winning team is credited with at least 25 points (15 points for a deciding set) or a sufficient number of points to indicate a two-point advantage over the opponents.
- 8.5.1.2 If a match is defaulted after one or more sets have been completed, the defaulting team retains any sets won. The result of the set in-progress is determined using Rule 8.5.1.1. The winning team is then credited with a sufficient number of additional sets to win the match.

8.5.2 Default Because of Insufficient Players or Incomplete Team

- 8.5.2.1 If a team does not have sufficient players to start a set or is unable to play when the first referee is ready to begin the match, that team loses the set by default.
- 8.5.2.1.1 Up to 10 minutes is allowed for the team to have sufficient players to play the next set. If, after the 10-minute waiting period, a team does not have six players present and is not ready to play, the second set is declared a default. An additional 10-minute waiting period is allowed before declaring the third set and the match a default. If the team has six players present before the expiration of the 10-minute waiting period, the remainder of that waiting period is divided evenly between the teams for their on-court warmup activities.
- 8.5.2.1.2 If neither team has six players available at match time, each team is charged with a loss of one set by default. The next set, if played, would be the third set of the match.

Note: If the home institution or tournament director has been notified that the visiting team is delayed because of circumstances beyond its control, the referee should delay or postpone the match for a reasonable amount of time. In that situation, the prematch protocol described in Rule 9.1.1 (29 minutes to 60 minutes) should be allowed.

- 8.5.2.2 A team declared incomplete during a set or for the match defaults that set or the match. A team may become incomplete through injury or sanction. If there are additional sets to be played to determine the winner of the match,

a waiting time of up to 10 minutes is allowed for the team to have sufficient players.

8.5.3 Refusal to Play

8.5.3.1 If a team refuses to play after being directed to do so and has been warned by the first referee, the entire match is defaulted.

8.5.3.2 The act of refusal must be an unsporting act or a verbalization of refusal to play. For other delaying tactics, the team is assessed a delay sanction. (See Rule 6.3.)

RULE 9

Protocols

9.1 PREMATCH PROTOCOLS

9.1.1 Standard Protocol

The competition court must be set up and available at least one hour before the scheduled match time. The protocol to be followed is:

Time Allotted	Actual Time	Visible Clock	Protocol
:41	6—6:41	:60—:19	Court available for shared warmup
	6:30	:30	Coin toss
:04	6:41—6:45	:19—:15	Visiting team court
:04	6:45—6:49	:15—:11	Home team court
:05	6:49—6:54	:11—:06	Visiting team court
:05	6:54—6:59	:06—:01	Home team court
	6:57	:03	Lineups due, may be changed until :01
:01	6:59—7:00	:01—:00	Team huddle/Announcements
	7:00	:00	Match begins with national anthem and introductions

9.1.1.1 In a tournament situation, or (if both coaches agree) when a match follows another scheduled activity in the facility, the shared court time period of 41 minutes may be reduced to a minimum of 10 minutes. If a warmup court in the same facility is available, the tournament director may direct it to be used for the shared court time rather than the competition court. The warmup court must be regulation size, and include a net that meets the specifications in Rule 2.

9.1.1.2 No adjustments are made to the warmup protocol when a team arrives within 60 minutes of the match start time (i.e., when the first referee is ready to begin the match), unless the home institution or tournament director has been notified that the team is delayed. If notification is given, the standard prematch protocol should start when the delayed team arrives on the court. The shared court time period of 41 minutes may be reduced to a minimum of 10 minutes. (See Rule 8.5.2.1.1.)

9.1.1.3 The prematch protocol (Table 2) may be adjusted by conference policy for the first 20 minutes (until the 40-minute mark on the clock). The adjustment to the current protocol may only be made on a conference level

and may not be used for nonconference matches (Table 3). The NCAA championships will follow the default warmup protocol (Table 2).

Table 3: Optional Prematch Protocol - Conference Matches Only
(Example for a 7 p.m. match)

Time Allotted	Actual Time	Visible Clock	Protocol
:21	6:20—6:41	:40—:19	Court available for shared warmup
	6:30	:30	Coin toss
:04	6:41—6:45	:19—:15	Visiting team court
:04	6:45—6:49	:15—:11	Home team court
:05	6:49—6:54	:11—:06	Visiting team court
:05	6:54—6:59	:06—:01	Home team court
	6:57	:03	Lineups due, may be changed until :01
:01	6:59—7:00	:01—:00	Team huddle/Announcements
	7:00	:00	Match begins with national anthem and introductions

9.1.2 Prematch Warmup Activities

9.1.2.1 A team's prematch warmup activities, including laps, are confined to its team area whenever:

9.1.2.1.1 Both teams are in their respective team areas; and

9.1.2.1.2 The teams are sharing the court per the warmup protocol.

9.1.2.2 When teams share the court during the prematch warmup period, team members may not intentionally enter or cause balls to enter the opponent's playing area.

9.1.2.3 During the prematch warmup, when one team has exclusive use of the court, the other team must be at its team bench or out of the playing area. If a team chooses not to use any portion of its exclusively allocated time on the court, the court remains unoccupied.

9.1.2.4 During the prematch warmup, any nonplaying area used for warmup should be equitably available to both teams.

9.1.3 Prematch Coin Toss

Before the start of a match, the referees conduct a coin toss near the scorer's table with a representative(s) of each team. The visiting team representative calls the toss. The winner of the toss chooses either to serve or to receive the serve for the first set.

9.2 TEAM AREAS

9.2.1 Selection of Team Area

One hour before the start of the match, the home team identifies its team area for the first set. In a tournament situation, this time frame may be adjusted as necessary, and the tournament director determines a method for designating the home team for each match of the tournament.

9.2.2 Location of Team Area

Team members occupy the bench located on the side of the net opposite the first referee and adjacent to their playing area. Substitutes are seated on their team's bench or are in their team's warmup area, except for medical necessity.

9.2.3 Warmup Area During the Match

9.2.3.1 If no warmup area is available, substitutes must remain seated on the bench. (See Rule 1.3.4 and Rule 9.2.2.)

9.2.3.2 Between sets, team members are allowed to use balls for warmup activities anywhere in their team area, including on the court. Neither serving nor hitting over the net is allowed between sets by any team members.

9.2.3.3 During timeouts, balls may only be used for warmup activities off the court beyond the end line.

9.2.4 Change of Team Areas Between Sets

9.2.4.1 At the end of each set, the second referee ensures that the deciding point has been recorded. The first referee gives the end of set signal. (See Signal 13a, Official's Mechanics.)

9.2.4.2 At the end of a set immediately before an extended intermission (See Rule 8.4.2.4), the first referee dismisses the teams from their courts.

9.2.4.3 At the end of other sets, if another set is to be played that is not a deciding set, the first referee immediately gives the signal to change courts. (See Signal 28, Official's Mechanics.) The players then proceed in a counterclockwise direction along the sideline and directly to their new bench areas. Team members off the court change team benches immediately. The interval between sets begins when the teams are released to change team areas.

9.2.4.4 At the end of the set before a deciding set, a representative from each team must immediately report for the deciding set coin toss; the players are released to their respective benches.

9.2.4.4.1 The second referee conducts a new coin toss. The home team calls the coin toss for the deciding set.

9.2.4.4.2 The winner of the toss chooses (a) serve/receive or (b) team area. The loser of the toss takes the remaining choice.

9.2.4.4.3 Once the courts are determined for the deciding set, the first referee indicates whether the teams will change benches. The interval between sets begins at that time.

9.2.5 Change of Team Areas in the Deciding Set

9.2.5.1 When one team reaches eight points in a deciding set, both teams change team areas without delay.

9.2.5.2 When the first referee signals to change courts, the players proceed in a counterclockwise direction along the sideline, past the net standard, and immediately take their positions on the other court.

9.2.5.3 After the change of courts, the scorer and second referee quickly ensure that the players are in the correct position.

9.2.5.4 If the court change is not made at the proper time, it takes place as soon as it is discovered. The score remains unchanged and is not a basis for protest.

9.2.6 Failure to Comply

Failure to follow proper protocol may result in a delay sanction.

RULE 10

Team Lineup and Rotation Order

10.1 TEAM LINEUP

10.1.1 Submission

- 10.1.1.1 A coach or playing captain for each team submits the team's starting lineup to the second referee or scorer on a lineup sheet. For the first set of the match, lineup sheets must be submitted not later than the three-minute mark on the clock timing the prematch warmups. For all other sets in the match, lineup sheets must be submitted at least 30 seconds before the expiration of the interval between sets.
- 10.1.1.2 Lineups must be submitted on a proper lineup sheet and signed by a coach. Lineup sheets for each team may be provided by the scorer, or each team may provide its own.
- 10.1.1.3 Six players are listed on the lineup sheet in the floor position they will occupy at the start of the set. A team may also list up to two specialized defensive players called "liberos" on the lineup sheet for each set. (See Rule 12.1.1.) If a libero is not designated on the lineup sheet for a set, the coach may, without delay, indicate to the second referee up to two player's numbers who will play as libero(s); the scorer and assistant scorer record the libero number(s) on the scoresheet and libero tracking sheet, respectively. Any player designated as a libero cannot play as a regular player in that set. (**Exception:** Rule 11.3.6.1.2.3 and Rule 12.3.2.1.)
- 10.1.1.4 One of the six starting players on the lineup sheet or any libero must be designated as the playing captain.
- 10.1.1.5 Coaches must be designated on the lineup sheet for the first set of the match.
- 10.1.1.6 Once a lineup sheet has been submitted to the scorer, players may not change numbers. (**Exceptions:** Rule 7.1.2.8, Rule 11.3.6.1.2.3, Rule 11.3.7.3.2 and Rule 12.3.1.1.3.)
- 10.1.1.7 For the first set, changes may be made to the lineup sheet after it is submitted without penalty or substitution until the one-minute mark on the clock timing the prematch warmups. After that point, changes may only be made to the starting lineup if a substitution is used to replace a starting player. For all other sets, no changes may be made to the lineup sheet once it has been submitted to the scorer unless a substitution is used to replace a starting player. Errors made by the scorer in recording lineups on the scoresheet may be corrected as necessary. Opponents will not be permitted to see the lineup submitted by the opposing team.

- 10.1.1.8 Players listed on the lineup sheets (except a libero) may be substituted before the start of play. A delay sanction is assessed to the team only if the substitution causes an unusually long or deliberate delay. (See Rule 6.3.2.4.)
- 10.1.1.9 If a team submits its lineup sheet and lists a starting number that no team member is wearing, the team must substitute a player wearing a legal number into that position. The team is charged with a substitution.
- 10.1.1.10 If a team submits a lineup sheet that has a starting player's number listed as both a libero and a starting player, the coach shall immediately decide whether that player will play as a libero or a starting player. If the duplicate number is to be a libero, a substitution is used to correct the starting lineup. If the duplicate number is to be the starting player, another player can immediately be designated as a libero.
- 10.1.1.11 If a signed lineup sheet is not submitted at the proper time, the team is assessed a delay sanction. (See Rule 10.1.1.1.) After an additional 30 seconds, if the lineup sheet has not been submitted, a delay penalty (team red card) is assessed. After each additional 30 seconds, if the team lineup sheet has not been submitted, another delay penalty is assessed. The set is defaulted five minutes after the proper submission time. If another set is required, the same process is used after the next interval between sets has concluded.

10.2 ROTATION ORDER

Rotation order as determined by the starting lineup must be maintained throughout the set.

10.2.1 Number of Players

To begin a rally, six players per team must be on the court. Three players are front-row players and occupy position Nos. 4 (left player), 3 (middle player) and 2 (right player). The other three are back-row players, occupying position Nos. 5 (left player), 6 (middle player) and 1 (right player). One of the three back-row players may be occupied by a libero.

10.2.2 Rotation

When the receiving team gains the right to serve by winning a rally, its players must rotate one position clockwise (player in position No. 2 rotates to position No. 1 to serve; player in position No. 1 rotates to position No. 6, etc.)

10.3 PLAYERS' POSITIONS AND ROTATION

10.3.1 Positions

At the time the ball is contacted for the serve, each team must be completely within its own team court (except the server in position No. 1 on the serving team) in two rows of three players. The placement of players must conform to the service order recorded on the scoresheet as follows (the server is exempt from this requirement):

- 10.3.1.1 In the front or back row, the right-side player must have at least part of one foot closer to the right sideline than the feet of the middle player in the corresponding row, and the left-side player must have at least part of one foot closer to the left sideline than the feet of the middle player in the corresponding row. Each front-row player must have at least part of one

foot closer to the center line than the feet of the corresponding back-row player.

10.3.1.1.1 The position of players is judged according to the location of their feet in contact with the team court at the time the ball is contacted for service. An airborne player is considered to retain the status or position of the foot last in contact with the floor. The service zone is not considered to be a part of the court.

10.3.1.1.2 The provisions of Rule 15.2.4.1 govern players in contact with the center line at the time of service.

10.3.1.2 After the ball is contacted for service, players may move from their respective positions.

10.3.1.3 On the lineup sheet for each subsequent set, the serving order may be changed, and those changes are recorded on the scoresheet.

10.3.2 Position Faults

The players of a team commit a position fault if they are not in their correct positions at the moment the ball is contacted by the server, including a player found to be illegally on the court (for example, excessive team entry) or entered in a wrong position in the service order.

10.3.2.1 The referee(s) signals a position fault as soon as the server contacts the ball for service. If the referee is unsure about a player's position on the court, the referee may delay the decision and check the lineup sheet after the play has concluded. If a check of the lineup sheet reveals that a player was out of position, the fault may be called, even though recognized late.

10.3.2.2 A position fault is penalized with a loss of rally, and the players are placed in their correct positions. Illegal players are replaced with no charged substitution. In addition, any player or team substitutions charged at the time of the wrong entry are removed from the scoresheet.

10.3.2.3 If the team at fault is serving or has just lost a rally, and the fault is discovered before the opponent's serve, all points scored after the fault during that term of service must be canceled. In addition, all timeouts taken by the team not at fault as well as substitutions, libero replacements and team sanctions charged to either team after the commission of the position fault must be canceled. Individual misconduct sanctions and timeouts taken by the team at fault are not canceled.

10.3.2.4 If the team at fault is receiving and discovery is made after the opponents have served, all points previously scored by the offending team are retained. The serving team is awarded a point unless the error is discovered after the serving team has just scored a point; in this case, no additional point is awarded, the illegal player is replaced, and play continues without further penalty.

10.3.2.5 If it is not possible to determine when the error first occurred, the players are placed in their correct positions. If the offending team is serving, it is penalized with a loss of rally and only the last point in that term of service is removed. If the opponent is serving, it is awarded a point unless the play immediately preceding discovery of the illegal player resulted in a point.

RULE 11

Game Interruptions

11.1 REGULAR GAME INTERRUPTIONS

11.1.1 Definition

Regular game interruptions are timeouts and substitutions. An interruption is the time between one completed rally and the first referee's whistle for the next service.

11.2 TIMEOUT

11.2.1 Limitations

11.2.1.1 Each team is entitled to a maximum of two timeouts per set.

11.2.1.2 Consecutive timeouts may be requested by either team without a resumption of play between timeouts.

11.2.2 Length

A timeout lasts for 75 seconds, but may end earlier if both teams are ready for play. (*Exception:* Rule 11.2.3.2 and Rule 11.2.3.3.) Teams must return to the court and prepare to play immediately when the referees indicate that the timeout has ended.

11.2.3 Media Timeouts

11.2.3.1 Media timeouts (not charged to either team) are permitted at the host institution's discretion for broadcast matches (i.e., television, radio, or internet audio or visual). If used, a media timeout occurs in each set when the first team has scored 15 points (eight points in the deciding set), unless a team has requested a timeout prior to that point.

11.2.3.2 The recommended length of a media timeout is 75 seconds. The maximum length of a media timeout is 90 seconds. The extended time is uniformly applied to all timeouts taken in the broadcast match.

11.2.3.3 By agreement of both coaches, the length of all timeouts in a non-broadcast match may be reduced from the 75-second default length to 60 seconds, or increased to the length of 90 seconds. If both coaches do not agree to the modified length, the default time of 75 seconds will be used.

11.2.3.4 If one or more matches of a tournament are being broadcast, the tournament administrator may opt for all matches to use media timeouts as in the broadcast match.

11.2.4 Participants

11.2.4.1 During a timeout, teams may go anywhere in the facility except into the opponent's team area. (See Rule 1.3.5.) All team members may participate in the timeout.

11.2.4.2 After a timeout, the six players who were on the court when the timeout was granted must return to the court. Substitutions, libero replacements and libero exchanges can then occur.

11.2.5 Timeout Delays

11.2.5.1 Each team must ensure that liquids or powders during a timeout do not create a hazard, delaying the start of play. Failure to comply results in a delay sanction.

11.2.5.2 If a team fails to return to play upon the signal indicating the end of a timeout, that team is assessed a delay sanction.

11.2.6 Timeout Requests

11.2.6.1 Timeout requests may be made by either a coach positioned in the bench or warmup area or by the playing captain. The request must be made while the ball is out of play and before the authorization for service. (See Signal 14, Official's Mechanics.)

11.2.6.2 If a team member other than the coaches or playing captain request a timeout, the request is denied and the team is charged with an improper request. If the request is granted in error, the timeout is terminated immediately upon discovery, and a delay sanction is assessed.

11.2.6.3 Timeouts are allowed before the start of a set or after a completed rally. (*Exception:* Rule 11.3.5.1.)

11.2.6.4 A legal timeout request may follow an improper request for substitution if the first referee has not authorized service. If the timeout request is granted, a new substitution request may be made at the end of the timeout.

11.3 SUBSTITUTIONS

11.3.1 Definition

A substitution is the act by which the referees authorize a player to leave the court and a substitute to occupy that position.

11.3.2 Limitations

11.3.2.1 Each team is entitled to 15 substitutions per set. Each player is allowed unlimited entries within the team limit.

11.3.2.2 Each player entering the set legally, except an exceptional substitution, counts as one of the allowable team substitutions. (See Rule 11.3.6.) If the team requests a 16th substitution, the team is assessed an improper request, and the substitution is denied. (See Rule 6.3.3.2.)

11.3.2.3 Any number of players may enter the set in each position of the service order. Players re-entering the set must assume their original position in the serving order in relation to other teammates. No change may be made in a player's position in the service order, unless necessitated by injury. (See Rule 11.3.6.)

11.3.3 Substitution Requests

11.3.3.1 Substitutions are allowed before the start of a set (See Rule 10.1.1.8) or after a completed rally. (*Exception:* Rule 11.3.5.1.) A team that is forced to rotate by actions other than a completed rally may also make a substitution request.

11.3.3.2 After the set begins, substitution requests may be made by either a coach positioned in the bench or warmup area, or the playing captain. The request must be made while the ball is out of play and before the authorization

for service. A request for substitution of one or more players is permitted. (See Rule 11.3.4.2 and Rule 11.3.3.2.6.) Substitution requests can be made verbally or by using the appropriate hand signal. (See Signal 15, Official's Mechanics.)

- 11.3.3.2.1 If an incoming substitute enters the substitution zone, the action is considered to be a substitution request by a coach. No further action by a coach or captain is required.
- 11.3.3.2.2 If a team member other than the coaches or playing captain verbally requests a substitution, the request is denied and an improper request is assessed.
- 11.3.3.2.3 If the second referee blows a whistle in response to a request by a coach or playing captain at approximately the same time that the first referee authorizes service, play is stopped and the referees must determine which action occurred first. If the request was made before or simultaneously with the authorization for service, the request is granted. If the request was after the authorization for service, the request is denied, a delay sanction is assessed and a new service is authorized.
- 11.3.3.2.4 If the coach chooses to approach the court during substitution, the coach may not enter the substitution zone and must return to the bench area before the resumption of play.
- 11.3.3.2.5 After a substitution request has been acknowledged, including a substitute entering the substitution zone, a delay sanction is assessed if there is a delay in completing the substitution. A new request for substitution may not be made until after the next completed rally. (See Rule 8.1.3.1.) (**Exception:** If a change of request is because of a referee changing their mind or successful challenge, the request is allowed and no sanction is assessed.)
- 11.3.3.2.6 A team is not allowed to request consecutive interruptions for substitution until after the next completed rally (See Rule 8.1.3.1) or a timeout is granted to either team. During a timeout, either team may make any number of substitution requests. Immediately after a timeout, an additional substitution request may be made. All substitution requests made immediately before, during or immediately after a timeout are administered at the end of the timeout.
- 11.3.3.2.7 If a request for multiple substitutions includes both legal and improper entries, the legal substitution(s) is allowed, the improper substitution(s) is denied and the appropriate improper request or delay sanction is assessed.
- 11.3.3.2.8 A legal request for substitution may follow an improper request for timeout if the first referee has not authorized the next service.
- 11.3.3.3 At the moment of request, the substitute(s) must be prepared to enter. If a requested substitution is not completed immediately, the request is denied and a delay sanction is assessed. No additional substitution requests may be made until after the next completed rally (See Rule 8.1.3.1) or a timeout is granted to either team.
- 11.3.3.4 A significant time lapse between incoming substitutes entering the substitution zone limits the team to the timely substitute(s). The subsequent substitution(s) is denied, and a delay sanction is assessed. (See Rule 6.3.2.4.)

11.3.4 Procedures

- 11.3.4.1 Substitutions must be carried out within the substitution zone.
- 11.3.4.2 If the team intends to make more than one substitution, the substitutions must be made in succession, one pair of players after another. Only one substitute may enter the substitution zone at a time.
- 11.3.4.3 The player leaving the court and the incoming substitute must wait near the sideline in the substitution zone until authorized to enter by the second referee. (See Signal 29, Official's Mechanics). If a substitute enters the court before the authorization signal, the substitution is denied and a delay sanction is assessed.
- 11.3.4.4 If the referees recognize a substitution but proper procedure for entering the court is not followed, a delay sanction is assessed and the substitution is denied.

11.3.5 Accident or Injury

- 11.3.5.1 If a serious accident occurs while the ball is in play, a referee must stop play immediately. The rally is replayed. If the injured player cannot continue playing within 30 seconds, the player must be replaced by a legal substitute or a legal libero replacement, or the team must take a legal timeout if the player is to continue playing. If the referees are informed within approximately 30 seconds that the injured player will be replaced, no timeout is charged regardless of the time required to safely remove the player from the playing area.
- 11.3.5.2 No substitution requests may be made by the injured player's team until the injury situation is resolved.
- 11.3.5.3 If an injured libero cannot continue playing, they must be replaced with the regular player they replaced or exchanged with the other libero if a team has designated two liberos for that set.
- 11.3.5.4 If the replaced regular player enters for the injured libero, the team is then allowed one substitution for the replacement player only.
- 11.3.5.5 The team also has the option to redesignate a new libero, even if the team designated two liberos for the set. However, the injured libero cannot play for the remainder of that set.

11.3.6 Exceptional Substitution

- 11.3.6.1 If, through accident or injury, a regular player is unable to play and a substitution cannot be made under the provisions of Rule 11.3.2, an exceptional substitution is allowed without penalty. An exceptional substitution is not allowed for a disqualified player.
 - 11.3.6.1.1 An exceptional substitution is not counted as a team substitution.
 - 11.3.6.1.2 For an exceptional substitution, the injured player is replaced in the following priority:
 - 11.3.6.1.2.1 By the starter or a substitute who has played in the position of the injured player or by any substitute player who has not already participated in the set;
 - 11.3.6.1.2.2 By any substitute player on the bench regardless of previous position played; or
 - 11.3.6.1.2.3 By a libero player, who must then wear the same uniform as her teammates. That jersey must have a unique number (not worn by any teammate), but not necessarily the same number with which that libero started the match. If a player who has been replaced by a libero is the only

substitute player on the bench, that player must first replace the libero on the court, and a libero becomes the exceptional substitute.

- 11.3.6.1.3 An injured player substituted by exceptional substitution may not return to that set. If an eligible substitute is injured and unable to enter the set to replace an injured player, an exceptional substitution is allowed. Neither the injured substitute nor the player replaced by exceptional substitution may participate in the remainder of the set. Players entering the set as an exceptional substitution may not be substituted during the remainder of the set unless that player becomes injured and must be substituted under the provisions of the exceptional substitution rule.
- 11.3.6.1.4 If, through injury or accident, a player is unable to play and a legal or exceptional substitution cannot be made, the first referee must grant a special timeout of up to three minutes. Play resumes as soon as the injured player is able to continue. In no case will the special injury timeout exceed three minutes. At the end of the special timeout, a team may request a legal timeout provided it has not already used its allowable two timeouts. If, after three minutes or at the expiration of timeouts granted after the special timeout, the injured player cannot continue to play, the team is declared incomplete and defaults the set, keeping any points acquired. A player may be granted only a single three-minute injury timeout during a match. If a player becomes injured to the extent that a second injury timeout would be required, the team is declared incomplete. (See Rule 8.5.2.2.)

11.3.7 Blood Situations

- 11.3.7.1 The referees stop play immediately when a player is found to be bleeding or when blood is found on uniforms, any other equipment or playing surfaces.
- 11.3.7.2 If a player is bleeding, but blood is not found on uniforms, equipment or surfaces, see Rule 11.3.5.
- 11.3.7.3 If blood is found on a player's uniform or equipment, the player must leave the court and medical personnel will evaluate the articles. ("Medical personnel" is defined as a medical doctor or athletic trainer.) If the medical personnel determine that the articles are unsafe, the player is allowed reasonable time to change the bloodstained part of the uniform/equipment with no unnecessary delay. If the player cannot change in a reasonable amount of time, a legal substitution must be made or a legal timeout requested. In the absence of medical personnel at the site, the player is required to wear a uniform/equipment free of blood.
- 11.3.7.3.1 It is recommended that replacement uniforms be similar in color. A different style is permissible.
- 11.3.7.3.2 Jersey numbers may be changed because of a blood-saturated uniform. Duplicate numbers are not permitted in the same match.
- 11.3.7.4 If blood is found on the playing surface or other equipment, the host institution is responsible for following appropriate procedures to provide a safe environment.

11.4 SET INTERRUPTION EXCEPTIONS

11.4.1 Interruptions of Play

Play is stopped as soon as either referee notices a foreign object in the playing area that could cause a distraction or injury to the players, and the rally is replayed.

(See Rule 8.1.3.1.) A delay sanction shall not be assessed for the loss of necessary equipment, such as glasses, towels, shoes, etc.

11.4.2 Emergency Situations

In case of inclement weather (tornadoes, earthquakes, etc.) or other emergency situations, the first referee may postpone the match or interrupt it as deemed advisable for the protection of the participants.

11.4.3 Prolonged Interruptions

If circumstances delay the completion of a match (bad weather, equipment failure, etc.), the results at the time of the interruption will remain the same, and the match resumes under the same conditions, if possible. The score at the time of interruption, results of completed sets, etc., are retained. A conference may opt to establish rules to cover situations in which a prolonged interruption prevents a match from being concluded and still consider the match a completed contest. If no such action is taken by the conference, the result is recorded as a no-contest for both teams.

RULE 12

The Libero Player

12.1 THE LIBERO PLAYER

12.1.1 Designation

A maximum of two libero players may be designated for each set by indicating the libero player number(s) on the lineup sheet for that set. If a libero is not listed on the lineup sheet for a set, the team may not use a libero in that set. (**Exception:** Rule 10.1.1.3.)

12.1.1.1 A libero may be designated as the playing captain.

12.1.2 Playing Actions

12.1.2.1 The libero is restricted to perform as a back-row player and is not allowed to complete an attack-hit from anywhere (including the playing court and free zone) if, at the moment of contact, the ball is entirely above the top of the net. (See Rule 14.5.1 and Signal 24, Official's Mechanics.)

12.1.2.2 The libero may not block or attempt to block. (See Rule 14.6.1.)

12.1.2.3 In one rotation, either libero may replace the player in position No. 1 to serve. (See Rule 10.2.1.)

12.1.2.4 If a team designates two liberos, they may not serve in two different rotations. (See Rule 10.2.1.)

12.1.2.5 A teammate may not complete an attack-hit when, at the moment of the attack-hit, the ball is entirely above the top of the net and the ball is coming from an overhand finger pass by a libero in the front zone or the opponent's free zone. (See Signal 24, Official's Mechanics, then indicate the libero.) The ball may be freely attacked if the libero makes the same action from behind the front zone. If airborne, the libero's position is judged according to the point of last contact with her team's court.

12.1.3 Uniforms

12.1.3.1 The libero(s) must wear a uniform shirt or jersey that is immediately recognized from all angles as being in clear contrast to and distinct from the other members of the team. (See Rule 7.1.1.2.)

12.1.3.2 The style and trim of the libero(s) shirt, jersey and/or bottoms may differ from their teammates and differ from the other libero.

12.2 LIBERO REPLACEMENTS AND EXCHANGES

12.2.1 Description

12.2.1.1 A libero is allowed to replace any player in a back-row position. Only one libero is allowed to be on the court during a rally. (See Rule 10.2.1.)

12.2.1.2 When a team designates two liberos:

12.2.1.2.1 A libero is allowed to exchange with the other libero whenever the ball is out of play.

12.2.1.2.2 Libero replacements and libero exchanges are not counted as substitutions and are unlimited. There must be at least one completed rally between two libero replacements, unless:

12.2.1.2.3 A penalty causes the team to rotate and the libero moves to position No. 4;

12.2.1.2.4 The libero becomes unable to play (ill or injured) during play, making the rally incomplete; or

12.2.1.2.5 A libero is replacing the player in position No. 1 and is the next correct server. Either libero may serve in one rotation only.

12.2.1.3 A regular player may be replaced by either libero. The libero on the court may only be replaced by the regular player originally replaced in that position.

12.2.1.4 An incorrect libero replacement results in a delay sanction if the officials identify and correct the situation before the next service contact. If identified after service contact, a position fault results.

12.2.2 Libero Replacements and Exchanges Procedures

12.2.2.1 Libero replacements can only take place after a completed rally while the ball is out of play or at the start of each set after the second referee has verified the starting lineup. Libero exchanges can take place any time the ball is out of play. The replacement or exchanges must occur before the authorization for service. A replacement or exchange made after the authorization for service but before service contact is not rejected, but a verbal warning is issued. Subsequent late replacements or exchanges in the match result in a delay sanction.

12.2.2.2 Libero replacements and libero exchanges cannot occur during a timeout.

12.2.2.3 A libero and the player replaced by a libero must enter or leave the court only by the sideline in front of their team bench between the attack line and the end line. A delay sanction is assessed for improper libero replacement or exchange procedures. (*Exception:* In one rotation, either libero can replace the player in position No. 1 and serve the next rally, even if that libero is already on the court in replacement of another player. In this situation, the libero does not have to exit the court before replacing the player in position No. 1.)

12.3 INJURIES

12.3.1 Libero Redesignation

12.3.1.1 If a libero is injured and cannot continue play, a new libero may be designated using the following criteria:

12.3.1.1.1 Redesignation does not need to occur immediately after the injury and replacement, but may occur at the discretion of the coach(es)/captain.

12.3.1.1.2 When redesignation does occur, any substitute may be redesignated as libero for the injured libero. The injured libero may not play in the remainder of that set.

12.3.1.1.3 The player redesignated as a libero must wear a libero uniform as described in Rule 12.1.3 and must remain the libero for the remainder of that set. The redesignated libero's uniform must have a unique number (not worn by any teammate), but not necessarily the same number with which the player started the match.

12.3.1.2 If a libero is disqualified while playing:

12.3.1.2.1 When a team designates one libero, that libero must be replaced by the replaced player and the team continues play with no libero.

12.3.1.2.2 When a team designates two liberos, the libero on the court may be replaced by the player they replaced or exchanged with the other libero.

12.3.2 Libero and Exceptional Substitutions

12.3.2.1 A libero may be used as an exceptional substitution for an injured player if no other possible substitutes exist. When no longer playing as a libero, that player must wear the same uniform as her teammates. If the team designated one libero for the set, the team continues play with no libero. (See Rule 11.3.6.1.2.3.)

12.3.2.2 A libero may not be used as a substitute for a disqualified teammate. If no legal substitute is available for a disqualified teammate, that team is declared incomplete and defaults the set or match, as appropriate. (See Rule 8.5.2.2.)

RULE 13

The Service

13.1 THE SERVICE

13.1.1 Definition

The service is the act of putting the ball into play by the player in position No. 1, who hits the ball with one hand (open or closed) or any part of one arm in an effort to direct the ball into the opponent's team court from the service zone.

13.1.2 First Service in a Set

The first service of the match and any deciding set is executed by the team determined by the coin toss. (See Rule 9.1.3 and Rule 9.2.4.4.) The other sets start with service by the team that did not serve first in the previous set.

13.1.3 Execution of the Service

13.1.3.1 The first referee authorizes the service after having checked that the server is in possession of the ball on the playing surface and in the free zone beyond the end line, and that the teams are ready to play. Any team not ready to play within a reasonable time is assessed a delay sanction.

13.1.3.2 After being clearly released or tossed from the hand(s) of the server, the ball must be hit cleanly for service. If the service toss contacts any obstruction before contact of the service, the serving team loses the rally.

13.1.3.3 The server must contact the ball for service within eight seconds after the first referee authorizes service.

13.1.3.4 Only one toss or release of the ball, which is considered to be part of the service action, is allowed. Preliminary actions such as bouncing the ball on the floor or lightly tossing the ball from one hand to the other are permitted, but must occur within the eight seconds allowed between service authorization and service contact.

13.1.3.5 If the service has been authorized and the player realizes she is the wrong server, the correct server must enter the service zone and execute the serve within the original eight seconds.

13.1.3.6 At the moment the server contacts the ball for service or takes off for a jump service, the server must not touch the court (end line included) or the playing area outside the lines marking the width of the service zone.

13.1.3.7 If the ball is served before the first referee's authorization for service, the serve is canceled, a replay is signaled, and the service is reauthorized.

13.1.3.8 After the authorization for service, a request for timeout, lineup check or substitution will not be allowed until after the next completed rally. (See Rule 8.1.3.1.)

13.1.4 Term of Service

The serving team continues to serve until that team commits a fault. A serving player may be replaced by substitution at any time. A libero may replace the

server in one rotation. (See Rule 12.1.2.3.) In that rotation, the player who started the set in that position, either libero, or any legal substitute for the starting player may serve.

13.2 SERVING FAULTS

13.2.1 Loss of Rally

- 13.2.1.1 The serving team loses the rally (unless there is a position fault by the receiving team) when one of the following serving faults occurs:
- 13.2.1.1.1 The ball fails to cross the vertical plane of the net completely within the crossing space (See Rule 2.2.1);
 - 13.2.1.1.2 The ball passes under the net;
 - 13.2.1.1.3 The ball touches a player on the serving team or any object except the net before entering the opponent's team court;
 - 13.2.1.1.4 The ball lands "out" (See Rule 16.2.2); or
 - 13.2.1.1.5 The ball passes over an individual or collective screen.
- 13.2.1.2 If a serving fault occurs and the opposing team commits a position fault (See Rule 10.3.2) at the moment of a legal service, the serving team wins the rally and scores a point.

13.2.2 Illegal Service

- 13.2.2.1 The service is illegal when the serving player:
- 13.2.2.1.1 Serves while in contact with the court (end line included) or with the floor outside the service zone (Signal 10, Official's Mechanics);
 - 13.2.2.1.2 Throws or pushes the ball for service (Signal 17);
 - 13.2.2.1.3 Serves with two hands or arms or a body part other than the hand or arm (Signal 17);
 - 13.2.2.1.4 Is not in the correct rotation order at the time of service (Signal 22);
 - 13.2.2.1.5 Fails to toss or release the ball before it is hit for service (Signal 17);
 - 13.2.2.1.6 Tosses the ball for service and either allows the ball to drop to the floor or catches it without making contact for service (Signal 17); or
 - 13.2.2.1.7 Fails to contact the ball for service within eight seconds after the first referee's authorization for service (Signal 18).
- 13.2.2.2 If an illegal service occurs and the opposing team commits a position fault at the moment of service, the serving team is penalized with a loss of rally.

13.2.3 Rotation Fault

A rotation fault is committed when the service is not made according to the rotation order. (See Rule 10.2.)

- 13.2.3.1 When it is discovered that a wrong player is about to serve the ball, the scorer must wait until the ball has been contacted for service, then report the fault to the referees.
- 13.2.3.2 If the team at fault is serving, the rotation fault is penalized with a loss of rally, and the players are placed in their correct positions. All points scored by the team at fault after the rotation fault are canceled.
- 13.2.3.3 If the team at fault has just lost a rally and discovery is made before the opponents have served, all points scored after the rotation fault by the offending team are canceled. No additional point is scored by the team in possession. The service order is corrected.

- 13.2.3.4 In the situations described in 13.2.3.2 and 13.2.3.3, all timeouts taken by the team not at fault as well as substitutions, libero replacements, libero exchanges and team sanctions charged to either team after the rotation fault must also be canceled. Individual misconduct sanctions and timeouts taken by the team at fault are not canceled.
- 13.2.3.5 If the opposing team has served before the rotation fault is discovered, there is no cancellation of points for the offending team. The service order is corrected.
- 13.2.3.6 If, during one term of service by a team, there are two different servers—the first one an illegal server and the second the correct server—and the error is discovered before a serve by the opponents, the offending team loses all points scored by the illegal server and all points scored by the subsequent legal server during that term of service. The team is also penalized with a loss of rally. If the correct server is the first server and is followed by an illegal server, points scored by the correct server are not canceled. Any points scored by the illegal server are canceled, and the team is penalized with a loss of rally.
- 13.2.3.7 If it is not possible to determine when the rotation fault occurred and the team at fault is still serving, the last point in that term of service is removed, and the team at fault is penalized with a loss of rally.

Note: Playing captains or coaches may request a lineup check (verification of their team's service order) when the ball is out of play. (See Rule 13.1.3.8.) This privilege may not be abused. Before the authorization for service, if the serving team makes a legal request for a lineup check and is found to be out of serving order, the order is corrected without penalty and play continues. Requests for opponent's lineup checks are limited to determining whether the players are legally on the court. No information is provided to disclose which opposing team members are front-row or back-row players.

13.2.4 Screening

Players on the serving team must not take action to prevent receiving team players from seeing the contact of the serve and the path of the ball.

- 13.2.4.1 Potentially, screens exist when the ball is served over a player on the serving team who raises or waves arms, jumps or moves sideways when the service is being executed.
- 13.2.4.2 Potentially, screens exist when a group of two or more teammates stand in close proximity and the ball is served over them. The factors to be weighed when judging whether a screen has been committed are:
- 13.2.4.2.1 Relative positions of the players on the serving team;
 - 13.2.4.2.2 Path of the serve;
 - 13.2.4.2.3 Speed of the serve; and
 - 13.2.4.2.4 Trajectory of the serve.

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

RULE 14

Playing the Ball

14.1 CONTACTING THE BALL

14.1.1 Maximum of Three Team Hits

Each team is allowed a maximum of three successive hits of the ball (in addition to blocking) in order to return the ball to the opponent.

14.1.2 Contacted Ball

A player who contacts the ball, or is contacted by the ball other than during blocking action, is considered to have played the ball, and such action constitutes a team hit. If the ball is clearly touched only by a player's hair, it is not considered a contact by that player.

14.1.3 Consecutive Contacts

A player may not contact the ball with two separate and consecutive motions. (*Exceptions:* Rule 14.3.3 and Rule 14.6.2.2.)

14.2 CHARACTERISTICS OF THE HIT

14.2.1 Contact of Ball With the Body

The ball may contact any part of the body.

14.2.2 Caught or Thrown Ball

The ball must be hit cleanly and not caught or thrown. Prolonged contact with the ball is a fault. The ball can rebound in any direction.

14.2.3 Successive Contacts

14.2.3.1 Successive contacts with various parts of the player's body in a single attempt to play the ball are permitted during blocking, the team's first hit, or the team's second hit if the ball is next contacted by a teammate. Prolonged contact is a fault in these actions.

14.2.3.2 During the third team hit, contacting the ball with successive contacts with any part of the body is a fault. (See Ball Handling Judgment Guidelines.)

14.3 SIMULTANEOUS CONTACT

14.3.1 Simultaneous Contacts by a Player

The ball may contact any number of parts of the body providing such contacts are simultaneous and there is no prolonged contact.

14.3.2 Simultaneous Contacts by Opponents

14.3.2.1 After simultaneous contact by opponents, a team has the right to three additional contacts. If one team has had three legal contacts and then participates in a simultaneous touch of the ball above the net with the opponents, it is considered a fourth team contact and a fault.

14.3.2.2 After simultaneous contact by opponents, if the ball lands outside a boundary line, it is the fault of the team on the opposite side of the net. If, after a simultaneous contact between opponents, the ball rolls along the net and contacts an antenna, this is a double fault, both teams having caused the ball to touch the antenna. The rally is replayed.

14.3.2.3 A joust occurs when players of opposing teams cause the ball to come to rest above the net through simultaneous contact. A joust is not a fault, and play continues as if the contact was instantaneous.

14.3.3 Ball Played Simultaneously by Teammates

When two or more teammates contact the ball simultaneously, it is counted as one contact. Any player may play the next ball if the simultaneous contact is not the third team hit.

14.4 FAULTS IN PLAYING THE BALL

14.4.1 Four Hits

It is a fault when a team contacts the ball four times before returning it to the opponents. (*Exception:* Rule 14.6.2.1.)

14.4.2 Assisted Hit

14.4.2.1 No player may take support from a teammate in order to reach the ball. It is legal for a player to stop or hold a teammate who is not making a play on the ball in order to prevent a fault.

14.4.2.2 A player may not play the ball while gaining support from the pole, cable, net supports or referee's stand. It is not a fault to play the ball while supported by any other object (for example, chair, team bench, bleacher or wall) if a body part is in contact with the playing surface.

14.4.3 Prolonged Contact

It is a fault when a player does not hit the ball cleanly. (See Rule 14.2.2.)

14.4.4 Double Contact

On the second team contact that crosses to the opponent's side or the third team contact, it is a fault when a player contacts the ball twice in succession, or the ball contacts various parts of the body successively. (See Rule 14.3.1; *Exceptions:* Rule 14.2.3.1, Rule 14.3.3 and Rule 14.6.2.2.)

14.4.5 Illegal Hit

It is a fault when a player in a nonplaying area plays the ball. (See Rule 4.1.2.)

14.5 ATTACK-HIT

14.5.1 Definition

An attack-hit is an action, other than a block or a serve, that directs the ball toward the opponent. An attack-hit is completed the instant the ball completely crosses the vertical plane of the net or is touched by an opponent.

14.5.2 Attacking the Serve

It is illegal for a player to complete an attack-hit on the opponent's service while the ball is in the front zone and entirely above the top of the net.

14.5.3 Attacking Over Opponent's Team Court

A player cannot initiate an attack-hit while the ball is completely on the opponent's side of the net. If the initial contact with the ball is above the

attacker's side of the net and the follow-through causes the attacker's hand or arm to cross the net without contacting an opponent or the net, this action does not constitute a fault.

14.5.4 Back-Row Attacker

14.5.4.1 A back-row player who is in the front zone may not complete an attack-hit if, at contact, the ball is entirely above the top of the net. The contact does not become illegal until the attack-hit is complete. (See Rule 14.5.1.)

14.5.4.2 A back-row player may complete an attack-hit if:

14.5.4.2.1 At takeoff, the player's feet have neither touched nor crossed the attack line or its indefinite extension (After the attack-hit, the player may land within the front zone); or

14.5.4.2.2 At the moment of contact, any part of the ball is below the top of the net.

14.5.4.3 If a back-row player illegally attacks the ball into an opposing back-row blocker (including simultaneous contact), it is a double fault.

14.6 BLOCKING

14.6.1 Definitions

Blocking is the action of a player(s) close to the net that deflects the ball coming from the opponent by reaching higher than the top of the net. A blocked ball is considered to have crossed the net. The blocking action ends when the blocking player makes a subsequent attempt to play the ball.

Note: If a player near the net is reaching above the height of the net and the opponents legally cause the ball to contact her, the player is considered to be a blocker. A back-row player attempting to play a ball in the crossing space above the net is considered an illegal blocker if the ball is attacked or blocked by an opponent into the back-row player while the player is reaching above the height of the net (including simultaneous contact).

14.6.1.1 Block Attempt: A block attempt is the action of blocking without touching the ball. An attempt to block does not constitute a block.

14.6.1.2 Completed Block: A block is completed when the ball is touched by a blocker. Only front-row players are permitted to complete a block.

14.6.1.3 Collective Block: A collective block is one executed by more than one blocker in close proximity. It is completed when one of the players touches the ball. It is a blocking fault if a back-row player or libero participates in a completed collective block. (See Rule 12.1.2.2.)

14.6.2 Blocking and Team Hits

14.6.2.1 A block contact is not counted as a team hit. After a block contact, a team is entitled to three hits to return the ball to the opponents.

14.6.2.2 The first hit after the block may be executed by any player, including the player who blocked the ball.

14.6.3 Blocking Contact

14.6.3.1 Multiple contacts of the ball by a player(s) participating in a block are legal during one attempt to deflect the ball. Multiple contacts of the ball during a block are considered a single contact, even though the ball may make multiple contacts with one or more players of the block.

14.6.3.2 These contacts may occur with any part of the body.

14.6.4 Block Within the Opponent's Space

14.6.4.1 In blocking, a player may place hands and arms beyond the net inside the antennas provided this action does not interfere with the opponent's play. Blockers may reach across the plane of the net outside the antenna, but may not contact the ball over the opponent's team area. If contact of the ball over the opponent's team area is made while any part of the blocker or member of a collective block is outside the antenna across the plane of the net, the blocker has committed a fault.

14.6.4.2 Blocking the ball across the net above the opponent's team area is legal provided:

14.6.4.2.1 The block is made after the opponent has executed an attack-hit (simultaneous contact with the attack-hit is a blocking fault);

14.6.4.2.2 The block is made after the opponents have completed their three hits;

14.6.4.2.3 The block is made after the opponents have hit the ball in such a manner that the ball would, in the first referee's judgment, clearly cross the net if not contacted by a player and no member of the attacking team is in a position to make a legal play on the ball; or

14.6.4.2.4 The ball is falling near the net and no member of the attacking team can, in the first referee's judgment, make a play on it.

14.6.5 Ball Contacting Top of Net and Block

If the ball touches the net and a blocker who is reaching above the net and then rebounds to the attacker's side of the net, the attacker's team has the right to three team hits.

14.6.6 Blocking the Serve

Blocking a served ball is a fault.

RULE 15

Play at the Net

15.1 BALL AT THE NET

15.1.1 Ball Crossing the Net

The crossing space is the part of the vertical plane of the net limited at the sides by each antenna and its imaginary extension, and by the ceiling. A ball sent to the opponent's playing area must pass over the net within the crossing space.

15.1.1.1 The ball is out of play when it completely crosses the space under the net. (See Signal 2, Official's Mechanics.)

15.1.2 Ball Touching the Net

15.1.2.1 The ball may touch the net while crossing it.

15.1.2.2 A ball driven into the net may be recovered within the limits of the three team hits. If the ball touches the net after a team's third hit and does not cross the net, the first referee should not stop play until the ball is contacted for the fourth time or has touched the playing surface.

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

15.1.3 Ball Penetrating the Vertical Plane

15.1.3.1 A ball penetrating the vertical plane of the net over or below the net may be returned to a team's side by a player on that team provided the ball has not completely crossed the vertical plane of the net when such contact is made. Once the ball penetrates the vertical plane above the net, opponents have an equal right to play the ball.

15.1.3.2 It is not a fault to penetrate into the opponents' space under the net, provided that this does not interfere with the opponents' play. If the ball inadvertently contacts an opponent while part of the ball is in the plane below the net, the ball is out of play and it is not considered to be a fault by the opponents.

15.1.3.3 It is a fault to contact the ball or an opponent above or below the net over the opponent's team area before or during the opponent's attack-hit.

15.1.3.4 It is a fault to intentionally touch the ball while it is in the body of the net on the opponent's side.

15.2 PLAYER AT THE NET

15.2.1 Player Contact With Net or Antennas

Contact with the net or antenna by a player is not a fault, unless it is made during an action of playing the ball, or it interferes with the play. Playing the ball may include actions in which the player(s) does not actually touch the ball.

15.2.1.1 If the ball is driven into the net with such force that it causes the net or antenna to contact a player, no fault is committed.

15.2.1.2 A player may touch a post, a rope or any other object outside the antenna, including the net itself, provided this contact does not interfere with the play or is not used as a means of support while contacting the ball.

15.2.1.3 It is not a fault if a player's hair contacts the net or antenna.

15.2.2 Simultaneous Contact with the Net by Opponents

If opponents commit a net fault simultaneously, it is a double fault and the rally is replayed.

15.2.3 Interference

It is a fault to interfere with an opponent. Interference is contact or an apprehension of potential contact that hinders an opponent's play on the ball. Inadvertent contact that does not prevent an opponent from making a play does not constitute interference.

15.2.4 Crossing the Center Line

15.2.4.1 Encroachment into the opponent's court with the foot, feet or hand(s) is permitted, provided some part of the encroaching extremity remains in contact with or directly above the center line, and there is no interference with opponents.

15.2.4.2 Encroachment into the opponent's court with any part(s) of the body is permitted, provided some part of the body remains either in contact with or directly above the center line, and there is no interference with opponents.

15.2.4.3 Completely crossing the center line with the foot, feet or hands, or encroachment with other body parts is permitted, provided there is no interference with the opponents (See Rule 15.2.3) and the encroachment does not present a safety hazard to opponents.

15.2.4.4 It is not a fault to cross the center line after the ball is out of play.

15.2.4.5 It is not a fault to cross the extension of the center line outside the boundaries of the court and enter the opponent's free zone, provided there is no interference with opponents, and it does not present a safety hazard.

15.2.4.6 It is not a fault if a player's hair contacts the opponent's court.

RULE 16

States of Play

16.1 BALL IN PLAY / BALL OUT OF PLAY

16.1.1 Ball In Play

The ball is in play when it is legally contacted for service.

16.1.2 Ball Out of Play

The rally ends with either referee's whistle. If the whistle is due to a fault made in play, the ball is out of play from the moment the fault was committed. An inadvertent whistle or horn that interferes with play ends the rally. The first referee must determine if the inadvertent whistle or horn affected play (rally is replayed) or not (rally stands).

16.2 BALL "IN" / BALL "OUT"

16.2.1 Ball "In"

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

16.2.2 Ball "Out"

The ball is "out" when:

- 16.2.2.1 It strikes the floor and no part of the ball contacts either a boundary line or the area within the boundary lines;
- 16.2.2.2 It contacts a floor/wall obstruction outside the court, a wall or a person out of play (See Rule 4.2.4);
- 16.2.2.3 It contacts any object above a nonplaying area;
- 16.2.2.4 It contacts an antenna, the net outside an antenna, the net post, the referee's stand, or any supporting apparatus for the net or net post;
- 16.2.2.5 It completely crosses the vertical plane of the net partly or totally outside the crossing space.

RULE 17

Decisions and Protests

17.1 PROTESTS

17.1.1 Authority of the Referee

Decisions based on the judgments of the referees or other officials are final and not subject to protest.

17.1.2 Protests to Be Considered

Examples of protest matters to be considered include:

- 17.1.2.1 Misinterpretation of a playing rule;
- 17.1.2.2 Misapplication of the correct rule to a given situation; or
- 17.1.2.3 Failure to impose the correct penalty for a given fault.

17.2 PROTEST PROCEDURES

17.2.1 General

17.2.1.1 Disagreements with interpretations of the rules must be brought to the attention of the first referee before the first service after the play in which the disagreement occurred.

17.2.1.1.1 A protest on the final point of a set must be lodged within the first 60 seconds of the interval between sets, if another set is to be played.

17.2.1.1.2 A protest on the final point of a match must be lodged before the referees leave the playing area.

17.2.1.2 A protest may be lodged by either the playing captain or head coach. If the head coach lodges a protest, the opposing head coach is allowed to participate in the resulting discussion.

17.2.1.3 A protest must be accepted by the first referee provided it is a protest of an interpretation or application of a rule. If an attempt is made to lodge a protest regarding a nonprotestable situation, the protest is denied without penalty.

17.2.1.4 All protests must be recorded in the COMMENTS section of the scoresheet, including the score, protesting team, the nature of the protest, and outcome.

17.2.2 Standard Protest Procedure

Note: This procedure should be used when the playing schedule is not dependent on the results of previous matches.

Play is suspended. Referees, coaches and playing captains consult the rules resources (rules book, Challenge Review System resources and/or the NCAA Central Hub website) to find the applicable rule or interpretation. A final determination must be made based on these resources.

- 17.2.2.1 If the protest is found to be valid (referee's decision changed) as a result of the rules resources consultation, play continues from the point of the protest with the correct decision implemented.
- 17.2.2.2 If a protest is denied (referee's decision stands) as a result of the rules resources consultation, play continues as if no protest had occurred.
- 17.2.2.3 If the protest issue involves a possible scorer's recording error, the referees must make a determination based on available information, including:
 - 17.2.2.3.1 A thorough review of the scoresheet for errors and omissions.
 - 17.2.2.3.2 Consultation with match referees and scorers, including the alternate official if one has been assigned. (See Appendix C.)
 - 17.2.2.3.3 A review of the sequence of events with an official statistician if an electronic play-by-play system is in use.
 - 17.2.2.3.4 If an official statistician with electronic play-by-play is not available, information from the teams' bench statisticians or scorers, provided both are in agreement as to the score and/or sequence of events.
- 17.2.2.4 Referees may use CRS video during a scoring protest to settle a potential scorer's error (including legality of substitutions and timeout requests, or number of challenges used).

17.2.3 Tournament Protest Procedure

Note: This procedure is used in a tournament where the subsequent playing schedule is dependent on the results of the prior match, such as conference tournaments and NCAA championship play, only when a rules interpreter or protest committee has been designated to resolve protests.

- 17.2.3.1 Play is suspended. Referees, coaches and playing captains consult the rules resources. (See Rule 17.2.2.) If the protest cannot be resolved by the referees, the designated rules interpreter or protest committee will make a final decision on any protests. If the protest involves a possible scorer recording error, the rules interpreter or protest committee may use the same resources noted in Rule 17.2.2.4.
- 17.2.3.2 After reviewing the protest facts, the rules interpreter or protest committee may decide that the protest is valid (referee's decision changed), or that the protest is denied (referee's decision stands). If the protest is valid, the correct ruling is applied to the protested play and the set continues from that point. If the protest is denied, play continues as though no protest had been lodged.

RULE 18

Challenge Review System

18.1 CHALLENGE REVIEW SYSTEM (CRS)

18.1.1 Definition

- 18.1.1.1 The challenge review system (instant replay) is a process whereby video review is used to confirm, reverse or replay specific decisions made by the officiating team.
- 18.1.1.2 The second referee may reverse a ruling only if the video review reveals by indisputable evidence that the referee's ruling was incorrect.
- 18.1.1.3 If the second referee determines that the video review is inconclusive, the original decision stands.
- 18.1.1.4 All reviews shall be limited to the challengeable action.

18.1.2 Eligibility and Participation

Any member institution or conference may use the CRS, but there is no requirement to do so.

18.1.3 Personnel, Equipment and Location

Personnel

- 18.1.3.1 Instant replay personnel shall consist of a video review technician to operate the review equipment in an efficient and timely manner.
- 18.1.3.1.2 A third official (review official) may be used to decide the outcome of a challenge by viewing the video instead of the second referee. The review official sits at the scorer's table next to the video review technician and makes the final decision to confirm or reverse the original ruling. Use of a review official is not required.

Equipment

- 18.1.3.2 The type, location and number of cameras used for the CRS shall be determined by each conference or member institution.
- 18.1.3.3 A monitor must be located at the scorer's table. The second referee should have direct and easy access to the monitor.
- 18.1.3.4 Any camera used shall not alter the integrity of the net or interfere with the officials' performance of their duties.
- 18.1.3.5 The challenge card shall be a minimum of 3x5 square inches and may not exceed 4x6 square inches. The color of the challenge card shall be jasmine green (Pantone color 15-0545). It is recommended that the cards be laminated.

Location

- 18.1.3.6 During a challenge review, the players currently in the game must remain on the court. The coaches, non-playing members and bench personnel may approach the sideline beyond the substitution zone.

18.1.4 Reviewable Decisions

The following decisions may be reviewed:

18.1.4.1 Ball ruled in or out, as defined in Rule 16.2.1 and Rule 16.2.2, and including:

18.1.4.1.1 Whether a player was legally in the playing area when playing the ball, as defined in Rules 4.1.2 and 4.1.3.

18.1.4.2 Whether the ball contacted a player under the following circumstances:
18.1.4.2.1 A ball that may have been contacted by a player before the ball lands outside the court boundary lines;

18.1.4.2.2 A team that may have contacted the ball four or more times before returning the ball to the opponents' court;

18.1.4.2.3 Whether a player may have used two separate and distinct attempts to contact the ball;

18.1.4.2.4 Whether or not the determination of a player contacting the ball affects a decision on an illegal attack, illegal block or illegally contacting the ball over the opponent's court. The position and/or height of the ball or a player are not challengeable.

18.1.4.2.5 Whether or not the determination of a player contacting the ball or the opponent affects a decision on interference above the net (as defined in Rule 15.2.3).

18.1.4.3 Whether a net fault occurred, including a player touching the antenna, as defined in Rules 15.2.1 and 15.2.2.

Note: When reviewing decisions included in 18.1.4.1-18.1.4.3, the first fault observed in the playing actions beginning with the initial action or contact with the ball up to and including the next team's first hit (except per Rule 14.6.2.1), or the completion of the opponent's playing action(s) takes precedence.

18.1.4.4 Whether a service foot fault occurred, as defined in Rule 13.2.2.1.1;

18.1.4.5 Whether a back-row player was an illegal attacker as defined in Rule 14.5.4.2.1.

18.1.4.6 Whether the libero's foot/feet or take-off point is in the front zone when the libero set the ball to a teammate as defined by Rule 12.1.2.4.

18.1.5 Procedures

18.1.5.1 A team begins each match with two challenges per match.

18.1.5.1.1 If a fifth set is played, each team is awarded an additional challenge at the start of the set, not to exceed two total challenges.

18.1.5.2 Only one challenge per team is allowed each time the ball is out of play.

18.1.5.3 Only the team that lost the rally may challenge. If the call is reversed as a result of that challenge, the team that lost the review would be able to challenge another aspect of the previous play.

18.1.5.4 Only the head coach may request a challenge. The head coach may request a challenge by holding up the challenge card.

18.1.5.5 A challenge must be requested immediately after the play in which the challengeable action occurred and before the next service.

18.1.5.5.1 At the end of a set, a challenge must be requested before the first referee gives the end of set signal.

18.1.5.5.2 At the end of the match, a challenge must be requested before the first referee leaves the referee stand.

- 18.1.5.6 A challenge must be accepted by the second referee (see Official's Mechanics #31) provided it is one of the challengeable actions. If an attempt is made to challenge a non-challengeable action, the challenge shall be denied and a delay sanction may be assessed.
- 18.1.5.7 If the result of a play is a replay, either team may challenge. If the decision is reversed as a result of the challenge, the team that lost the point after review can challenge an earlier fault during the same play.
- 18.1.5.8. If the video review results in a reversal of the original outcome, that challenge is retained by the challenging team. If the original outcome stands or is confirmed, the challenging team loses that challenge.
- 18.1.5.9 If the referee is informed after accepting a challenge that a camera(s) that was available prior to the challenge has a mechanical failure, the referee will inform the challenging coach of the failure, and allow the coach to decide to continue with the challenge using the available cameras, or withdraw the challenge.
- 18.1.5.10 If a challenge is requested after a media timeout begins, the video will be reviewed during the media timeout. If the original decision is reversed, there will not be another media timeout in that set.
- 18.1.5.11 If a challenge is requested after the court switch in a deciding set, teams will remain on their current side for the remainder of the set, regardless of the resulting score after the challenge.

RULE 19

Officials and Their Duties

Note: Rule 19 is included as a guideline for officials and shall not be construed to be a part of the official playing rules subject to protest by teams. (Exceptions: Rule 19.2.5 and Rule 19.2.6.)

19.1 THE CORPS OF OFFICIALS

19.1.1 Composition

The corps of officials for a match is composed of the first referee, second referee, scorer, assistant scorer, and two or four line judges. Their locations are shown in Figure 3 (Page 83).

19.1.2 Arrival Time

It is recommended that the first referee and second referee arrive on site 60 minutes before the match start time. The jurisdiction of the referees begins with their arrival on the court, which should be at least 40 minutes before the match-start time. It is recommended that the scorer, assistant scorer and line judges arrive on site at least 30 minutes before match-start time, or follow conference directives.

19.1.3 Whistles

Only the first and second referees may blow whistles during the match.

19.1.3.1 The first referee gives the signal for service to begin the rally.

19.1.3.2 The first or second referee signals the end of a rally, provided he or she is sure that a fault has been committed and has identified its nature.

19.1.4 Requests by Captains/Coaches

The first or second referee whistles when the ball is out of play to acknowledge a team request for an interpretation.

19.1.4.1 **Correctable Error**—If incorrect information provided by the officials regarding substitutions, timeouts, challenges used or lineup checks immediately leads to a related fault, it is a correctable error.

19.1.4.1.1 If incorrect information results in an illegal substitution or excessive timeout, the error will be corrected with no penalty or sanction assessed to the team.

19.1.4.1.2 If incorrect information does not lead to an illegal or excessive substitution, the substitution may be withdrawn prior to the next serve with no sanction or penalty.

19.1.4.1.3 If incorrect information results in a wrong server, any points scored by the wrong server are removed, the team is placed in the correct order, and play continues with the correct server. If incorrect information is discovered after the opponent serves, no points are removed from either team.

19.1.5 Hand Signals

Immediately after a referee whistles to signal the end of the rally, that referee indicates the decision with the official hand signals.

19.1.5.1 If the fault is whistled by the first referee, he or she indicates the result of the play (point or replay) followed by the nature of the fault. The second referee mimics the first referee's signals. [*Exception:* The second referee does not mimic the signal for a net serve. (See Signal 19b, Official's Mechanics.)]

19.1.5.2 If the fault is whistled by the second referee, he or she will indicate the nature of the fault and the player at fault (if necessary). The first referee, if in agreement, will then indicate the result of the play (point or replay); the second referee mimics that signal.

19.1.5.3 In the case of a double fault, either referee indicates the nature of the faults and, if necessary, the players at fault. The first referee then indicates the result of the play, which is mimicked by the second referee.

19.2 THE FIRST REFEREE

19.2.1 Location

The first referee carries out his or her functions standing on a referee's stand located at the opposite end of the net from the scorer's table. It is recommended that the first referee remain on the stand during the entire match except for a protest, for personal reasons, to handle a scoring difficulty that the second referee is unable to resolve, and during the extended intermission between the second and third sets.

19.2.2 Scope of Authority

The first referee directs the match from his or her arrival at the court until the end of the match. This includes:

19.2.2.1 Having authority over all team members;

19.2.2.2 Having final authority over all decisions including those not specifically addressed in the rules;

19.2.2.3 Having authority over other officials and overruling other officials if certain they made an incorrect decision; and

19.2.2.4 Replacing an official who is not performing functions properly.

19.2.3 Responsibilities Before the Match

Before the match, the first referee will:

19.2.3.1 Examine the ball(s) to be used in the match and authorize their legality;

19.2.3.2 Inspect the net, playing area and other equipment for safety and to ensure they meet specifications;

19.2.3.3 Conduct the coin toss and meeting of the referees and team representatives;

19.2.3.4 Control the warmup conduct of the teams; and

19.2.3.5 Establish ground rules as needed.

19.2.4 Responsibilities During the Match

During the match the first referee will:

19.2.4.1 Blow a whistle at the beginning of each play to authorize service and at any other time judged to be necessary. For televised matches, the first referee should coordinate with media personnel regarding the authorization for service, allowing a minimal delay as needed for media purposes.

- 19.2.4.2 Decide upon faults of the server, rotation and position faults of the serving team, faults in playing the ball (See Rule 14), faults at the net (See Rule 15), and faults involving a libero (See Rule 12). If a player makes an honor call, the first referee accepts the call unless there is a definite reason to believe that the player was mistaken (i.e., the net being forced into the player by the momentum of the ball).
- 19.2.4.3 Sanction misconduct and delays. Other officials (second referee, scorer and line judges) must immediately report to the first referee any unsporting behavior by any team member directed toward an official, opponent or spectator. If the playing captain asks in a proper manner, the first referee must give the reason for a penalty or disqualification and must not allow further discussion except to allow the playing captain to quickly communicate this information to the coach.
- 19.2.4.4 Signal the number of timeouts taken by each team at the conclusion of each timeout.
- 19.2.4.5 Determine, with assistance from the second referee and/or the line judges, whether a ball that lands out on the blockers' side did or did not touch the block. The decision whether a ball that returns to the attacker's side did or did not touch the block is made by the first referee with the assistance of only the second referee.
- 19.2.4.6 Determine illegal attacks or illegal blocks.
- 19.2.4.7 When the final point of the match is scored, the referee should whistle and give the end match signal. (See Signal 13a, Official's Mechanics.)

19.2.5 Crowd Control

The responsibility for crowd control rests with the host institution. The athletics director or designated representative(s) is expected to encourage team support and good sportsmanship from all spectators. Vulgar language, remarks regarding race or gender, physical intimidation, or other unsporting conduct should not be tolerated. Should the first referee notice or be notified that there is a problem whereby the crowd is affecting playing conditions on the court, the following procedures are followed:

- 19.2.5.1 The first referee temporarily suspends play.
- 19.2.5.2 The first referee instructs the second referee to communicate the problem to the host administrator, if immediately available, or to the host head coach.
- 19.2.5.3 The host head coach seeks assistance from the host administrator on site who should rectify the problem. If no administrator is present, the responsibility then rests with the host head coach. Play remains suspended until the situation has been addressed.
- 19.2.5.4. If spectators enter the playing area or other spectator behavior issues occur and the host administration fails to resolve the problem (even after being directed by the referees), the referees may issue an administrative yellow card (warning) to the team associated with the involved spectators. If play cannot be resumed or if play must be suspended again, the first referee sanctions the team at fault with an administrative red card (point). Any subsequent incidents involving spectators may be sanctioned with an additional administrative red card (point) for each incident. If play cannot be resumed, the offending team defaults the match.

19.2.5.5 Should a major incident occur, particularly if spectators should invade the playing area, the first referee must suspend the match and ask the organizers and the playing captain of the home team to re-establish order within a set period of time. If the interruption continues beyond this period of time, or if one of the teams refuses to continue playing, the first referee must instruct the other officials to leave the court along with the first referee. The first referee must record the incident on the scoresheet and forward a report to the proper authority within 24 hours.

19.2.6 Artificial Noisemakers and Bands

Noise caused by artificial noisemakers, such as whistles or air horns, is not permitted in the playing and spectator areas.

19.2.6.1 Cheerleaders may use nonelectronic megaphones in a nondisruptive manner. Fans are permitted to use nonelectronic megaphones for voice amplification only.

19.2.6.2 Bands may not play during a rally. Bands, sound systems and the public address announcer should cease when the first referee prepares to authorize the service. Use of electronic sound systems by event management when the ball is out of play is permissible.

19.3 THE SECOND REFEREE

19.3.1 Location

The second referee takes a position facing the first referee on the opposite side of the court.

19.3.2 Replacing the First Referee

Should the first referee be indisposed, the second referee assumes the responsibilities and duties of the first referee.

19.3.3 Responsibilities Before the Match

Before the match begins, the second referee will:

- 19.3.3.1 Ensure that the names of the officials appear on the first set scoresheet;
- 19.3.3.2 Ensure that the coaches have lineup sheets at least 10 minutes before the end of each team's timed warmup periods. If the lineup sheets have not been submitted previously, the second referee collects the lineup sheets from each team at the three-minute mark on the clock timing the prematch warmups and submits them to the scorer; and
- 19.3.3.3 Attend the prematch meeting of the team representatives with the first referee.

19.3.4 Responsibilities Between Sets

During the interval between sets, the second referee will:

- 19.3.4.1 Ensure that game balls are secured;
- 19.3.4.2 If CRS is in use, ensure the challenge cards are in the appropriate location for each team;
- 19.3.4.3 Immediately take a lineup sheet to the coach of each team;
- 19.3.4.4 If the lineup sheets have not been submitted previously, the second referee collects the lineup sheets from each team when 30 seconds remain in the interval between sets and submits them to the scorer; and

19.3.4.5 Before the deciding set of the match the second referee conducts the coin toss with the team representatives to determine choice of serve/receive or side of court. (See Rule 9.2.4.4.)

19.3.5 Responsibilities Before Each Set

Before each set begins, the second referee will:

19.3.5.1 Use the lineup sheets submitted by the teams to see that the lineups are correctly recorded on the scoresheet;

19.3.5.2 Quickly verify that the actual positions of the players on the court correspond to those on the lineup sheets submitted by each team; and

19.3.5.3 Authorize the initial entry of a libero after the lineups have been verified.

19.3.6 Responsibilities Regarding Interruptions

19.3.6.1 The second referee authorizes substitutions and timeouts, controls their number and duration, and rejects improper requests.

19.3.6.1.1 The second referee notifies the appropriate coach(es) when the 12th through 15th team substitutions are made, and the first referee when the 15th team substitution is made.

19.3.6.1.2 When a timeout is granted, the second referee signals the first referee the number of timeouts that have been charged to each team.

19.3.6.1.3 At the conclusion of each timeout, the second referee signals the number of timeouts taken by each team to all match participants.

19.3.6.1.4 When a team has used a second timeout, the second referee notifies the appropriate coach(es).

19.3.6.2 The second referee is responsible for the ball during interruptions of play.

19.3.6.3 The second referee is responsible for monitoring recovery time if there is an injury to a player.

19.3.7 Responsibilities During Play

19.3.7.1 During play, the second referee whistles and signals:

19.3.7.1.1 Interference and center line faults;

19.3.7.1.2 Illegal contact of a player with the net or the antenna;

19.3.7.1.3 Faults involving either antenna;

19.3.7.1.4 Position faults by the receiving team;

19.3.7.1.5 When a foreign object enters the playing area and presents a hindrance to play or a hazard to the players;

19.3.7.1.6 Illegal attacks or illegal blocks when a fault has clearly occurred; and

19.3.7.1.7 Contact of the ball with the floor or with overhead or floor obstructions that are out of play if the first referee is not in position to see the contact.

19.3.7.1.8 Rotation faults by the serving team when notified by the scorer.

19.3.7.2 During play, the second referee may, without whistling, signal to the first referee faults outside those listed above.

19.3.7.3 The second referee performs duties in addition to those outlined when instructed to do so by the first referee.

19.3.8 Responsibilities Regarding the Challenge Review System (CRS)

- 19.3.8.1 The second referee determines whether a requested challenge meets the requirements of a reviewable decision (Rule 18.1.4) and signal acceptance if appropriate.
- 19.3.8.2 The second referee communicates the nature of the challenge to all appropriate parties at the scorer's table (video technician, score crew, announcer).
- 19.3.8.3 The second referee reviews the available video to determine if there is indisputable video evidence to reverse the original decision, or relays the decision made by the review official if one is used.
- 19.3.8.4 The second referee verbally communicates the result of the video review to all appropriate parties at the scorer's table.
- 19.3.8.5 The second referee clearly signals the result of the video review to match participants.

19.3.9 Keeping Official Time

The second referee is responsible for keeping the official time of the prematch warmup periods, timeouts and intervals between sets of a match.

19.3.10 Conduct of Participants

The second referee supervises the conduct of team members on the bench and reports any misconduct of any team members to the first referee. The second referee also controls the substitutes in the warmup areas.

19.3.11 Ending Play

Play ends when the second referee blows a whistle.

19.3.12 Other Responsibilities

- 19.3.12.1 Upon request of a playing captain or coach, the second referee may verify that the players for that team are in correct positions. Requests for this information should be limited to infrequent occasions. If the verification identifies that the wrong player is about to become the server, the officials will correct the error. If it is discovered that the wrong player has served, Rule 13.2.3 will apply. No direct identification of opposing players' positions may be given.
- 19.3.12.2 The second referee checks the floor condition and assists the first referee during the match in ensuring that equipment meets specifications.
- 19.3.12.3 The second referee controls the work of the ball retrievers, when present.
- 19.3.12.4 The second referee works in conjunction with the scorer and the assistant scorer throughout the match.
- 19.3.12.4.1 The second referee ensures that replacements and exchanges involving the libero are legal.
- 19.3.12.4.2 The second referee verifies and confirms to the first referee that the 24th point has been scored (14th point in a deciding set).

19.4 THE SCORERS

19.4.1 Location

The scorer and assistant scorer are seated at the scorer's table, positioned on the side of the court opposite the first referee and behind the second referee.

19.4.2 General Responsibilities

The scorer controls the scoresheet throughout the match, in cooperation with the second referee. The assistant scorer is responsible for tracking the libero player's entries and aiding the scorer.

19.4.3 Scorer Duties Before a Match and Set

Before the start of each set, the scorer will:

- 19.4.3.1 Clearly print the data of the match on the scoresheets, including the names of the first referee, second referee, line judges and scorer.
- 19.4.3.2 Obtain the lineup sheets from the second referee and record the uniform numbers of the libero(s) and the starting players in serving order on the scoresheet. For the first set of the match, lineup sheets must be submitted not later than the three-minute mark on the clock timing the prematch warmups; changes may be made to the lineup sheet without penalty or substitution until the one-minute mark. For all other sets in the match, the lineup sheet must be submitted at least 30 seconds before the expiration of the interval between sets. (See Rule 10.1.1.) Once a lineup sheet has been submitted to the scorer, players may not change uniform numbers (**Exceptions:** Rule 7.1.2.8, Rule 11.3.7.3.2 and Rule 12.3.1.1.3). Errors made by the scorer in recording lineups on the scoresheet may be corrected as necessary. Players listed on the lineup sheets (except the liberos) may be substituted before the start of play. Opponents are not permitted to see the lineup submitted by the opposing team. Other match personnel (statistics crews, announcer, etc.) should not be permitted to see the lineups until they are recorded and finalized by the scorers.
- 19.4.3.3 Review the submitted lineup sheets prior to recording the starting players to ensure that at least one libero is designated, a captain is noted, there are no duplicate numbers, and a coach is listed.
- 19.4.3.4 Ensure that the assistant scorer accurately records the lineups on the libero tracking sheet.
- 19.4.3.5 Verify that the players' numbers listed on the scoresheet match the players on the court prior to the first serve of each set.
- 19.4.3.6 Remind the second referee between sets to obtain new lineup sheets from playing captains or coaches.

19.4.4 Scorer Duties During the Match

During the match, the scorer will:

- 19.4.4.1 Record the score as the match progresses and ensure that the visual score is correct. The official scorer should not operate the visible scoreboard. In the event of a scoring discrepancy between the visual scoreboard and the scoresheet, the scoresheet is official, and the discrepancy is not grounds for protest.
- 19.4.4.2 Ensure the serving order and rotation of players is followed correctly, reporting any error to the referees immediately after the service contact.
- 19.4.4.3 Carefully check legality of substitutes as their entry is authorized.
- 19.4.4.4 Record substitution information on the scoresheet.
- 19.4.4.5 Notify the second referee of the 12th through 15th substitutions used by either team.
- 19.4.4.6 Record timeouts and notify the referees of the number of timeouts that have been charged to each team.
- 19.4.4.7 Notify the referees of a request for substitution or timeout that is not within the rules.

- 19.4.4.8 Record improper requests and team and individual sanctions.
- 19.4.4.9 Signal the referees when one of the teams has scored an eighth point in a deciding set. When teams change team areas in the deciding set, the scorer and the second referee should quickly verify player positions (i.e., confirm correct server for each team).
- 19.4.4.10 Record all required information for a protest.
- 19.4.4.11 Record the appropriate information regarding accepted challenges.

19.4.5 Assistant Scorer Duties During the Match

During the match, the assistant scorer will:

- 19.4.5.1 Record all substitutions and libero replacements on the libero tracking sheet. It is not necessary to record libero exchanges.
- 19.4.5.2 Notify the referees if a libero is replaced by an incorrect player, or if an undesignated libero enters the set.
- 19.4.5.3 Notify the referees if the libero does not remain out of the set for one rally between replacements (except as described in Rule 12.2.1.2 and Rule 12.2.2.3).
- 19.4.5.4 Notify the referees if the same players who were on the floor before a timeout do not return to the set.
- 19.4.5.5 Communicate and coordinate with the scorer to ensure accuracy of both the scoresheet and the libero tracking sheet.
- 19.4.5.6 During timeouts, verbally notify the second referee regarding the status of each team's libero.
- 19.4.5.7 Record the appropriate information regarding accepted challenges.

19.4.6 Scorer Duties at the End of the Set

At the conclusion of each set, the scorer reviews the scoresheet, records the final set information and verifies the final results of the set by signing the appropriate block on the scoresheet.

19.5 THE LINE JUDGES

19.5.1 Position

- 19.5.1.1 During play, the line judges are stationed as follows:
 - 19.5.1.1.1 When two line judges are present, they stand diagonally opposite each other at the ends of the court, one at the intersection of the sideline and end line to the first referee's right, and the other at the sideline/end line intersection to the second referee's right. Each line judge controls an end line and an entire sideline.
 - 19.5.1.1.2 When four line judges are present, one line judge stands to the right of each referee, along the sideline extended, approximately 2 meters (6 feet, 6 inches) behind the end line. One line judge stands to the left of each referee, along the end line extended, approximately 2 meters (6 feet, 6 inches) outside the sideline. Each line judge watches the line to which he or she is assigned.
 - 19.5.1.1.3 The line judges move from the above positions to avoid interference with players playing the ball or to better observe a ball crossing the net near an antenna. If a line judge is obstructed from seeing the action, he or she indicates using Signal 13b. (See Official's Mechanics.)
- 19.5.1.2 During timeouts, line judges stand at the intersection of the attack line and the sideline on the side of the first referee.

19.5.1.3 Between sets, the line judges should have a designated neutral area to sit.

19.5.2 Responsibilities

19.5.2.1 During play, the line judges signal the first referee when:

19.5.2.1.1 A ball lands inside or outside the court near their line. (See Signals 4 and 6, Official's Mechanics.)

19.5.2.1.2 A server commits a line fault on the end line or extension of the sideline that the line judge is responsible for. (See Signal 9b, Official's Mechanics.)

19.5.2.1.3 A ball touches, crosses over or passes outside the antenna. (See Signal 9a, Official's Mechanics.)

19.5.2.1.4 A ball contacts a player before going out of bounds on that player's side. (See Signal 8, Official's Mechanics.)

19.5.2.1.5 A player commits a net fault by touching the antenna while playing the ball, when requested by the first referee.

19.5.2.1.6 A player contacts the ball while in a non-playing area, when requested by the first referee.

19.5.2.2 Line judges wave their flags or hands above their heads when they need to attract the first referee's attention to report a rude remark by a team member.

19.5.2.3 The decision whether a ball that returns to the attacker's side did or did not touch the block is made by the first referee with the assistance of the second referee; this is not a responsibility of the line judges.

19.5.2.4 When requested by the first referee, line judges may provide assistance when a player commits a net fault by touching the antenna while playing the ball.

19.5.2.5 When requested by the first referee, line judges may provide assistance when a player contacts the ball while in a non-playing area.

19.5.3 Flags

The use of flags by line judges is recommended. The specifications for line judge flags are:

19.5.3.1 **Color**—Solid red

19.5.3.2 **Flag Dimensions**—Not smaller than approximately 30 centimeters by 30 centimeters (12 inches by 12 inches) and no larger than approximately 40.5 centimeters by 40.5 centimeters (16 inches by 16 inches).

19.5.3.3 **Flag Stick**—Approximately 50 centimeters (20 inches) long and 2 centimeters ($\frac{3}{4}$ inch) in diameter.

Event Management for Administrators, Coaches and Officials

STANDARD PROCEDURES

These are the recommended standard procedures to be used in all NCAA women's volleyball competitions.

Recommended Facility Setup

The facility should be set up for the event according to the diagrams on Pages 77 and 79 and the following criteria:

- The playing area includes a minimum of 2 meters (6 feet, 6 inches) of unobstructed clearance (excluding the net supports) around the court (free zone) as required by the rules (the recommended free zone area is 3 meters). It is recommended that spectators be restricted from the playing area through the use of stanchions or by establishing spectator walkways that are not part of the playing area.
- Benches are placed no closer to the scorer's table than the attack line and a minimum of 2 meters (6 feet, 6 inches) from the court.
- The scorer's table is opposite the first referee's platform and between the team benches, and is a minimum of 2 meters (6 feet, 6 inches) from the court.
- Media equipment and personnel are not allowed in front of the team benches, warmup area, scorer's table, or on the playing surface between the extended attack lines on the bench side of the court. In all other areas, media equipment and personnel must be at least 2 meters (6 feet, 6 inches) from the court and, if space allows, within 1 meter of the boundary of the playing area. During timeouts and between sets, media personnel will be permitted on the court unless prohibited by the host institution or tournament director, but must not delay the resumption of play.

Other Equipment

- A visual device displaying running time and score should always be visible. It is also recommended that a visual device display information about timeouts and substitutions.
- A minimum of three towels should be available for the referees' use courtside.
- There should be chairs at or near the scorer's table for each referee, the scorer, assistant scorer and line judges.
- At least 60 minutes before the scheduled start time, host management should provide current-year scoresheets (including a deciding set scoresheet), lineup sheets, libero tracking sheets, match protocol instructions, red and blue/black pens, pencils, and at least three uniform game balls.
- At least 24 practice balls and two ball carts should be available for both teams' use during the warmup period.

- Supplies for treatment of blood situations on equipment, participants or facilities should be immediately available courtside.
- A CRS challenge card must be provided to each team if CRS is in use. The challenge cards must be a minimum of 3x5 inches not to exceed 4x6 inches. The color shall be jasmine green (Pantone color 15-0545). It is recommended that the cards be laminated.

Staffing Responsibilities

Well-trained, certified referees, line judges and scorers are vital to the success of a match. Officiating training tools are available through the Professional Association of Volleyball Officials (PAVO). Those tools include clinics, video training, on-line education, training camps, examinations and publications. More information and certification criteria are available at www.pavo.org or 888-791-2074.

- Match administrators should greet the referees upon arrival. The administrators will provide a room for the officials to change into their uniforms and secure their belongings. Drinking water should be provided in the changing area and courtside.
- The default procedure requires referees to be courtside at least 40 minutes before the match (conferences may have alternative requirements). Their jurisdiction begins upon arrival at the court. Before the referees' arrival courtside, the match administrators ensure that prematch protocols regarding bench selection and court use are followed.
- Match management personnel and their location during the match should be identified to the officiating crew. Referees should be provided ground rules and information on contractual agreement items such as match protocol, warmup procedures, special events, radio/TV broadcasts and promotional intermissions.
- A scorer and an assistant scorer ("libero tracker") must be provided to keep the official scoresheet and track the entries of the libero players. A third individual should perform the visible scoreboard functions. The scorer and assistant scorer must arrive at least 30 minutes before the match. The scorer and the assistant scorer should wear a polo shirt with the current trademarked "Volleyball Certified Official" logo. The official polo is available in three colors, and both the scorer and assistant scorer must either match the color worn by the referees or wear the white polo. If necessary, a plain white polo can be worn in place of the trademarked shirt. PAVO certified scorers should wear the certification patch on the right chest area unless the conference or school assignor requests otherwise. Navy slacks, white socks, and white athletic shoes complete the uniform.
- Line judges must arrive at least 30 minutes before the match (conferences may have alternative requirements). Line judges should wear an approved polo shirt with the current trademarked "Volleyball Certified Official" logo. The official polo is available in three colors; line judges should either wear white (as the default), or they should wear the same color as the referees, so check with the referees on your crew or the entity that assigned you for guidelines on what color to wear. PAVO certified line judges should wear the certification patch on the right chest area unless the conference or school assignor requests otherwise. Navy slacks with a black or dark navy blue belt, white crew socks, and white athletic shoes complete the uniform. Although the first referee will conduct a prematch conference with the line judges, the line judges should be trained before the match by the host administration. The use of line judge

flags is highly recommended. Flags must meet the specifications in Rule 19.5.3 and should not display a school or conference logo.

- Referees and line judges should leave the playing area for the officials' room immediately after the match. The host administrator should ensure the officials' security at all times, including during the intermission (if used) and after the match. This may include a plan for departure and an escort to a designated area away from the playing site.

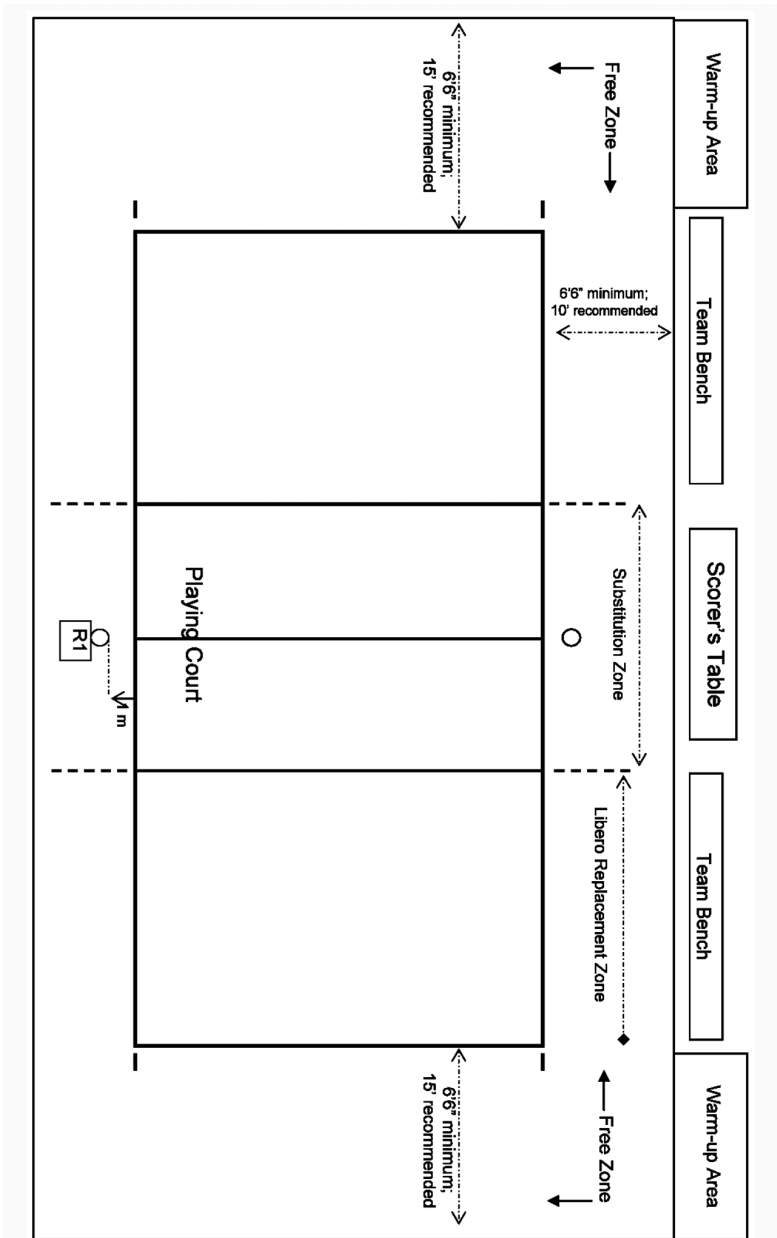


Figure 2 - The Playing Area

- It is recommended that event management provide at least two speed wipers to keep the floor dry and safe. They should be readily available (out of the playing area or at its margin) to wipe the floor immediately at the end of each rally with or without direction from the referee(s).
- Ball retrievers should be provided by the host administration and should arrive 30 minutes before the match start time. The host should use the following information to provide basic instruction on the three or four-ball rotation system to the crew prior to the match date. The referees will further instruct the ball crew regarding their duties.
 - Three to six ball retrievers can be used, depending on the facility layout. When there are six retrievers, they are stationed as follows: one at each corner of the court about 4 to 5 meters (13 feet to 16 feet, 3 inches) from the end lines and 2 to 3 meters (6 feet, 6 inches to 9 feet, 10 inches) from the sidelines; one behind the first referee; one near the scorer's table.
 - At the start of each set, one ball is placed on the scorer's table and each line judge takes a ball(s) to his/her base position. Once the second referee has checked the lineups before the set, the second referee will deliver the ball that is on the scorer's table to the first server. Each line judge will then deliver his/her ball to the ball retrievers nearest the serving areas. Only these retrievers and the second referee are authorized to give a ball to the server.
 - When the ball in play goes outside the playing area, it is retrieved by one of the ball retrievers and delivered to the retriever who has already given a ball to the next server. If the ball is on the court, the player nearest the ball should immediately direct it outside the court.
 - When the ball is ruled out of play, the ball retriever nearest to the service area quickly bounces or rolls a ball to the player executing the next service.
 - A ball being transferred from one ball retriever to another will be rolled, not thrown, along the floor outside the court, avoiding the space in front of the scorer's table. If four balls are used, the fourth ball should be held by the retriever directly behind the first referee's stand. A ball that is returned to the match should be delivered to the ball retriever who has just given a ball to the server.
 - A different ball should be used for each rally to allow ball retrievers to adequately clean/dry the ball used in the previous rally, using towels provided by event management.

Match Preparation

- The host institution should place a current NCAA rules book at the score table for use by the officials.
- It is suggested that the host institution print rule changes, points of emphasis and frequently misunderstood rules in the match program.
- The host administration should ensure that the visiting team is provided:
 - Adequate locker room space with drinking water.
 - Prematch protocol information and notification of any special events taking place (recognition of seniors, etc.).
 - Access to the training room.
 - Water at the end of each team bench.

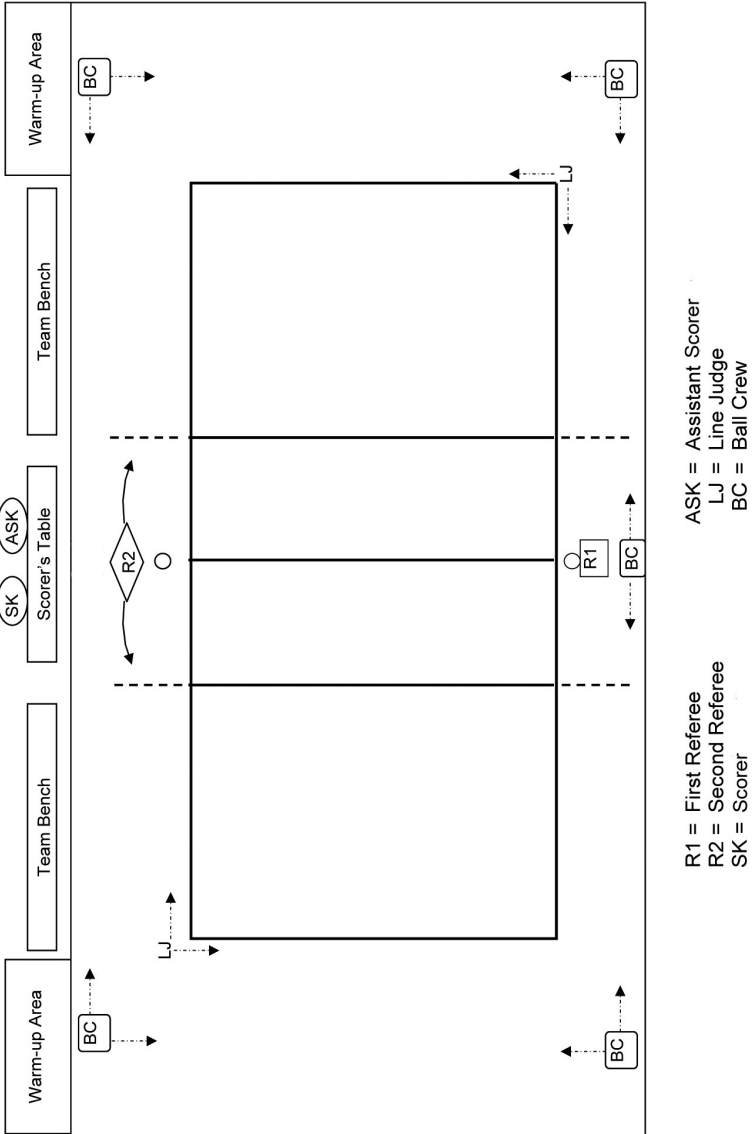


Figure 3 - Location of Officials and Assistants

Conduct of Spectators and Ancillary Participants

The responsibility for crowd control rests with the host administrator (Rule 19.2.5.4). Spectator behavior and location should be constantly monitored by event management to present the least possible interference with the match. Restricting spectators from the playing area with stanchions or establishing spectator walkways that are not part of the playing area is recommended. Failure to control spectators who enter the playing area may result in a sanction by the referees (Rule 6.5.2). The athletics director or designated representative is expected to require all spectators and fans to be good sports. Spectators must remain clear of the playing area at least one hour before the match and at all times during the match, except during a host-organized intermission event. Event management must ensure that rudeness, vulgar language, remarks regarding race or gender, physical intimidation, and other unsporting conduct from spectators are not tolerated, and should immediately address such actions. Requiring appropriate conduct from coaches, players and spectators benefits everyone in the sport.

- **Noisemakers.** Artificial noisemakers, including whistles, air horns, clackers and inflated sticks may not be used in the playing or spectator areas. Fans are permitted to use nonelectric megaphones for voice amplification. Computerized noisemakers controlled by event management are permissible when the ball is out of play.
- **Cheerleaders, Bands and Official Team Mascot.** Cheerleaders and official team mascots may be in nonplaying areas on their team's portion of the facility or in spectator seating at any time. During play, the designated area for cheerleaders and official team mascots is on their own team's portion of the playing area, beyond the sideline opposite the team bench or beyond the end line. They must be at least 2 meters (6 feet, 6 inches) from the court, or farther if the facility allows. During timeouts and between sets, cheerleaders and official team mascots may be on their team's playing area or anywhere in the free zone on the first referee's side of the court. *Note: For NCAA championship play, cheerleaders and mascots may be instructed by the tournament committee to remain on one side of the court throughout a match. However, cheerleaders and mascots must not interfere with the opponents at any time.* Bands, public address announcers and computerized noisemakers should cease playing when the first referee's arm is extended in preparation to authorize the service (Signal 16, Official's Mechanics), and must refrain from performing while the ball is in play. Cheerleaders may use nonelectronic megaphones in a nondisruptive manner.

Public-Address Announcer Guidelines

The public-address announcer represents an important role in the administration and conduct of a volleyball event. The announcer can promote good sportsmanship while increasing the fans' interest and enjoyment.

- Before the match, the announcer should:
 - Review crowd control procedures with the event management staff (these may include notes regarding exits, seating, safety measures and first-aid station).
 - Coordinate with the visiting team's sports information personnel or coach to note correct pronunciation of players' names.
 - Precede the national anthem with language such as: "And now to honor America, please rise and join us in singing the national anthem."
 - Read a sportsmanship statement such as "The XYZ Conference encourages and promotes good sportsmanship by student-athletes, coaches and

spectators. We request your cooperation by supporting the participants and officials in a positive manner.” Many schools and conferences have a sportsmanship statement to be used for this purpose.

- During the match, the announcer should do the following:
 - Identify the score and all substitutes.
 - Announce the team taking a timeout.
 - Identify athletes involved in significant play (i.e., kills, aces, blocks) for both teams.
 - Announce faults (i.e., net fault) in a manner that is nonjudgmental toward opponents and referees.
 - If CRS is used, follow the NCAA provided script to announce an accepted challenge and result.
 - Recognize exceptional plays by both teams when possible. Those comments should include positive statements regarding the play and establish an environment of fair play and good sporting conduct for all players and fans.

Visible Scoreboard Operator/Timer Guidelines

The visible scoreboard operator should be instructed on the use of the scoreboard equipment by the event management staff before the match. During the match, the visible scoreboard operator responsibilities include:

- Start a countdown on the visible clock one hour before match time. Timed segments of the prematch warmup protocol should be timed sequentially, with no interruption if possible. The referees will whistle a warning 15 seconds before a team’s timed segment ends, and the scoreboard horn should indicate the end of each segment. Official prematch protocol is detailed in Rule 9. *Note: If a team chooses to not use the court during one of the timed segments designated for its warmup, the court remains vacant for that time.*
- Coordinate with the official scorer to ensure that the scoresheet and the visible scoreboard display the same score at all times.
- In a match that is using media timeouts (See Rule 11.2.3), sound the horn when the first team has scored 15 points (eight points in the deciding set), unless a team has requested a timeout prior to that point.
- Start the clock immediately when the referees signal a timeout.
- Sound the scoreboard horn to indicate the end of timeouts when time expires (clock shows 0:00) or when the second referee instructs the scoreboard operator to sound the horn.
- Time the intervals between sets. Start the clock when the first referee releases the teams to their benches, except for the interval before the deciding set. That interval begins after the deciding set coin toss is completed.
- Sound the scoreboard horn to indicate the end of the interval between sets when time expires (clock shows 0:00). Ensure that the horn does not sound if the referees are ready to start play before time expires.
- If an extended intermission is being used, a horn will sound at the 3-minute mark between sets two and three, or when the court is cleared if the modification in Rule 8.4.2.4.6 is being used.

Prematch Procedures

- The playing area will be set up and available at least one hour before the match. At least 60 minutes before match time, the home team should designate the team area it will occupy to start the match.

- Match administrators must ensure that any nonplaying area used for warmups is equitably available to both teams.
- Once a team's lineup has been submitted to the scorer, individual team lineups will not be disclosed to the opponent and should not be displayed or announced before both teams have submitted their lineup to the scorer and the lineups have been recorded. Lineups should not be announced or displayed in rotational order.
- Before the match begins, the national anthem is played and players are introduced. During the anthem and player introductions, the first referee and the line judge working on the first referee's sideline will stand to the right of the first referee's platform. The second referee and the line judge working on the second referee's sideline will stand to the right of the net pole on the second referee's side. On both sides, the referees stand closest to the net pole. Player introductions can be limited to just the starting lineup, or all players can be included. Below are the recommended introduction procedures; at least 30 minutes before the match start time, match administration should communicate to both teams and the referees which option is being used so that both teams use the same procedure:
 - Option No. 1: Players move from the team bench to the end line as their names are announced. The national anthem may be played before introductions (while the teams are at their benches) or after introductions (while the players are on the end lines).
 - Option No. 2: Players stand on the end lines of their respective courts. The announcer introduces the visiting team first, followed by the home team. The national anthem may be played before or after player introductions.

After introductions and the national anthem, the first referee whistles the team members to the center of the court. After shaking hands, non-starting players return to the bench. The second referee checks the lineups and rolls the game ball to the first server, and play begins immediately. These procedures may be modified for televised matches.

Procedures Between Sets

- The court must be clear of spectators between all sets of the match, except during promotional activities.
- If the extended intermission is used (Rule 8.4.2.3), it will occur between the second and third sets and last no longer than five minutes, including warmup time. If an extended intermission is used, a horn will sound at the three-minute mark between sets two and three, unless the conference modifications to intermission is being used (Rule 8.4.2.3.6). Each team is responsible for returning at the proper time. The intermission shall include at least three minutes of warmup time on the competition court.
- A promotional activity may take place in the playing area during the intermission between the second and third sets, or only on the home team's side between other sets.
- Teams may perform ball-handling drills in their own team area between sets. Team members may not serve or hit balls over the net.
- When possible, the host institution should provide updated statistics to each coach between sets.

Appendix A

Net Systems and Facility Considerations

There are several volleyball net systems available offering numerous setup options for facilities. Knowledge of the specific factors and requirements for each type of net system will help those responsible for making these decisions make the best choice possible.

Spacing. The rules require that facilities built after 2008, and recommend for all other facilities, that there be at least one meter of free space from the outside edge of the sideline to the net post (including padding).

Visibility. The system must not present a safety hazard for the players and must not hinder the referee's ability to clearly view the court and all on-court play and activities (both first and second referee).

Net Tautness. The net system tensioning cables must be fastened to the post so the net remains taut throughout and maintains its required dimensions and integrity. A net with proper tautness should not sway or exhibit noticeable displacement due to the first referee's movement on the stand or a player's action near the net.

Other Facility Considerations

Referee Platform. The playing rules state that the front and sides of the first referee's platform and its support system, cables and all parts of the net standards (including the winch) must be padded to a minimum height of 1.7 meters (5 feet, 6 inches) with at least 1.25 centimeters (½-inch) thick, resilient, shock-absorbing material. The height of the referee's platform should be adjustable; the referee's eye position should be approximately 50 centimeters (19 inches) above the top of the net. The referee stand and platform must be distributed evenly behind the net pole. The ladder must be distributed evenly at the back of the referee platform.

Playing Area. While not required, it is recommended that the playing area be rectangular and symmetrical. The recommended free zone area is larger than the 2 meters required by rule: At least 3.05 meters (10 feet) outside the sidelines and 4.58 meters (15 feet) beyond the end lines are suggested.

Playing Surface. The playing area can include a change of surface provided that the secondary playing surface is not more than approximately 1.25 centimeters (½ inch) lower than the primary surface and is flat, smooth and free of obstructions.

Multiple Courts. If multiple courts are used, a divider net or other partition should define each court's playing area.

Appendix B

Officials' Training and Certification

Referees, line judges and scorers have numerous opportunities to learn and improve their officiating skills. These training opportunities can result in certification from the Professional Association of Volleyball Officials (PAVO).

The NCAA does not require officials to be certified; it is the prerogative of the hiring entity to make that requirement. Schools and conferences that assign and compensate officials may require training and certification of the independent contractors that are assigned to their matches. The NCAA Women's Volleyball Rules Committee considers PAVO training and certification for officials to be extremely important to the success of volleyball events. The PAVO Women's Volleyball Officiating Manual is provided to all current PAVO members who complete NCAA Central Hub registration.

NCAA Referee Training

It is essential for officials of all experience levels to attend training events to review current rules, learn new rules, and understand techniques and directives that pertain to the current season. In collaboration with PAVO, the NCAA has developed the Volleyball Officials Program (VOP) to provide consistent educational information for referees.

Web-Based Training

One key component of the VOP, the NCAA Central Hub, is a web-based training platform populated with timely information such as rules interpretation newsletters, video training and messages from the NCAA National Coordinator of Officials and Secretary-Rules Editor. VolleyCasts are video situations that provide timely exposure to the issues and concerns that arise during the season.

On-site Clinics

Another VOP component is a partnership with PAVO to continue providing approximately 30 preseason clinics targeted at women's collegiate referees. These classroom sessions are conducted across the United States each summer and emphasize rules, techniques, philosophy and match control.

Written Exam

Passing a written exam with an appropriate score is a vital, and often mandatory, part of season preparation for all officials. The NCAA national coordinator works closely with a PAVO committee of seasoned officials to create a series of written exams for referees, line judges and scorers that assess knowledge of NCAA women's volleyball rules and techniques. The exams are updated annually. The NCAA referee exam is required for postseason assignment consideration.

PAVO TRAINING PROGRAMS

Referee Basic Training

PAVO offers a series of referee and line judge training camps in the spring. Some camps are scheduled in conjunction with NCAA spring tournaments, and others use junior or collegiate club events. These camps combine classroom sessions with on-court video evaluations and provide comprehensive training in a low-pressure environment for volleyball officials of all experience levels. PAVO has also developed a multi-level, comprehensive learning management system for referees entitled iREF. The iREF training modules are available to all PAVO members at no charge via the PAVO website. Regular maintenance is performed to ensure that content remains current and accurate, and additional modules continue to be developed for inclusion into the iREF curriculum.

Line Judge and Scorer Training

PAVO has developed training and education tools for line judges and scorers in the form of a video course. The video course is used in conjunction with a dedicated training manual with the most current information. The information covers duties, techniques and mechanics, associated rules, and professionalism. A fundamental training presentation for scorers is available for free on the PAVO website as well. Scorer and line judge fundamentals are also included in the PAVO Women's Volleyball Officiating Manual. All training videos and manuals can be ordered through the E-Store at www.pavo.org.

Officials' Certification

Referees. PAVO has established multiple levels of referee certification. Criteria include satisfactory completion of the written examination and on-court evaluations. Ninety Affiliated Boards allied with PAVO are empowered to award three of the four referee certification levels (Apprentice, Local, State). After holding a State certification for a period of time, a referee can apply for candidacy as a PAVO National referee. National referee certification indicates superior skills, knowledge and experience.

Scorers. PAVO offers a certification process for women's collegiate scorers that requires attending an annual clinic administered by an approved clinician using the current PAVO training materials, completing the current-year written exam, and obtaining on-court evaluations. The training process includes practice games that cover typical and unusual situations that scorers are required to understand and record.

Line Judges. The PAVO line judge certification process includes two levels. The basic process requires attending an annual clinic administered by an approved clinician using the PAVO training video and manual, completing the current-year written exam, and obtaining on-court evaluations. Nationally certified line judges have met those criteria and also have demonstrated advanced skills during a postseason contest or at a national rating site.

Appendix C

Alternate Official Responsibilities

Prematch

- Meet with event management staff (or NCAA committee if appropriate) regarding court layout, ground rules, etc.
- Assist referees with any needs outside the substitution zone and away from the playing area. The alternate official's role is to assist with off-court officials' responsibilities, including:
 - Check, mark and secure game balls.
 - Ensure good communication between scorer and scoreboard operator.
 - Oversee and make the referees aware of any questions or problems that may arise.
 - Prepare Officials' Scoresheet.
 - Instruct speed wipers and ball crew.

During the Match

- Record lineups, timeouts, substitutions and score on an Officials' Scoresheet.
- Ensure communication between scorer, assistant scorer and scoreboard operator.
- Monitor the ball crew and speed wipers, and respond to concerns.
- Relay information to second referee and scorer from outside sources (for example, event management staff, NCAA committee or media) when needed.

Post-match

- Secure referees' personal equipment so the crew can promptly exit the court.

Appendix D

Concussions

REVISED APRIL 2023

Sport-related concussion is a traumatic brain injury caused by a direct blow to the head, neck or body resulting in an impulsive force being transmitted to the brain that occurs in sports and exercise-related activities.

Game officials are often in the best position to observe student-athletes after they have had a blow to the head or body, and may be the first to notice the behaviors that indicate a concussion may be present. An official may observe the following behaviors by a student-athlete with a suspected concussion:

- Appears dazed or stunned.
- Appears confused or incoherent.
- Shakes head.
- Stumbles; has to be physically supported by teammates.
- Moves clumsily or awkwardly.
- Shows behavior or personality changes.

Student-athletes with a suspected concussion must be removed from competition so that a medical examination can be conducted by the primary athletics healthcare provider (i.e., athletic trainer or team physician).

Importantly, a game official is not expected to evaluate a student-athlete. Instead, if an official notices any behavior that suggests a concussion, the official should stop play immediately and call an injury timeout so that an appropriate medical examination can be conducted. A simple guide to the official's role is: "When in doubt, call an injury timeout."

A student-athlete who exhibits signs, symptoms or behaviors consistent with a concussion, must be removed from practice or competition and may not return to sport activity on that day. The athlete must undergo medical evaluation and follow a return-to-learn/return-to-sport protocol under the supervision of the team physician, and may not return to sport until cleared by an appropriate health care professional. Sports have injury timeouts and player substitutions so that student-athletes can receive appropriate medical evaluation.

IF A CONCUSSION IS SUSPECTED:

1. **Remove the student-athlete from play.** Look for the signs and symptoms of concussion if the student-athlete has experienced a blow to the head. Do not allow the student-athlete to just "shake it off." Each student-athlete will respond to concussions differently.
2. **Ensure that the student-athlete is evaluated immediately by an appropriate health care professional.** Do not try to judge the severity of the injury. Call

an injury timeout to ensure that the student-athlete is evaluated by one of the primary athletics healthcare providers.

3. **Allow the student-athlete to return to play only if the primary athletics healthcare provider has determined that the student-athlete did not suffer a concussion.** Allow athletics medical staff to rely on their clinical skills and protocols in evaluating the student-athlete to establish the appropriate management.



Additional information and details regarding concussions can be found at ncaa.org/sports/health-safety.

Appendix E

Accommodations for Student-Athletes with Disabilities

The NCAA encourages participation by student-athletes with disabilities (physical or mental) in intercollegiate athletics and physical activities to the full extent of their interests and abilities. An NCAA member institution will have the right to seek, on behalf of any student-athlete with a disability participating on the member's team, a reasonable modification or accommodation of a playing rule, provided that the modification or accommodation would not:

1. Compromise the safety of, or increase the risk of injury to, the student-athlete with a disability or any other student-athlete;
2. Change an essential element that would fundamentally alter the nature of the game; or
3. Provide the student-athlete an unfair advantage over the other competitors.

To request any such modification or accommodation, the member's director of athletics, or their designee, must submit a rule waiver request, in writing, to the secretary-rules editor. Such written request should describe:

- a. The playing rule from which relief is sought;
- b. The nature of the proposed modification or accommodation;
- c. The nature of the student-athlete's disability and basis for modification or accommodation; and
- d. The proposed duration of the requested modification or accommodation.

Additionally, each request should be accompanied by documentation evidencing the student-athlete's disability (e.g., a medical professional's letter). Upon receipt of a complete waiver request, the secretary-rules editor will consult with NCAA staff, the applicable sport/rules committee, other sport governing bodies, and/or outside experts, to conduct an individual inquiry as to whether the requested modification or accommodation can be made. In making this assessment, the NCAA may request additional information from the member institution. The secretary-rules editor will communicate the decision in writing (which may be via email) to the requesting member institution. If the request is granted, the member institution should be prepared to provide the written decision to the officiating staff, opposing coach(es), and tournament director (if applicable) for each competition in which the student-athlete will participate. NCAA members are directed to consult Guideline 2P of the NCAA Sports Medicine Handbook for further considerations regarding participation by student-athletes with impairment.

Instructions for Using the NCAA Women's Volleyball Scoresheet

For instructions on using the NCAA women's volleyball scoresheet, go to ncaa.org/playingrules. Here you will also find scorekeeping examples, as well as lineup sheets, libero tracking sheets and scoresheets.

There are several tools available to train NCAA scorers and assistant scorers:

- The Professional Association of Volleyball Officials (PAVO) provides a fundamental scoring PowerPoint online, at no cost. Go to the PAVO website (www.pavo.org) and click on RULES AND TOOLS, and then SCORER TOOLS.
- The PAVO Women's Volleyball Officiating Manual is provided to all current PAVO members who complete NCAA Central Hub registration. This manual includes a complete chapter on scoring techniques and examples, as well as a complete practice game. Nonmembers can purchase the manual on the PAVO E-Store at www.pavo.org.
- PAVO offers a Scorer Certification program, which is described in detail on the PAVO website (under the CERTIFICATIONS tab). The basic criteria for certification include clinic attendance, an exam and obtaining recommendation signatures. Scorer Certification implies a more advanced level of training and preparation for the collegiate environment.

2024 and 2025 Rules Interpretations

Additional rule interpretations may be found in the current season's Rules Interpretation Newsletter developed by the NCAA secretary-rules editor. The Rules Interpretation Newsletters are distributed to all NCAA institutions as they are written and are available on the NCAA website (ncaa.org) and the PAVO website (PAVO.org).

A complete casebook of additional rulings, searchable by keyword, is available on the PAVO website.

The following abbreviations apply to case book situations:

R	Receiving Team	S	Serving Team
R1	Right Back-Receiving Team	S1	Right Back-Serving Team
R2	Right Front-Receiving Team	S2	Right Front-Serving Team
R3	Center Front-Receiving Team	S3	Center Front-Serving Team
R4	Left Front-Receiving Team	S4	Left Front-Serving Team
R5	Left Back-Receiving Team	S5	Left Back-Serving Team
R6	Center Back-Receiving Team	S6	Center Back-Serving Team

RULE 1

Facilities and Equipment

SITUATION 1: During play, a cameraman is positioned in the space between the score table and the team bench, farther away from the court than the front of the table and the front of the team bench. **RULING:** The cameraman's position during the match is legal, since he is not in front of the score table or team bench. If there is a gap between the table and the benches, that space is a nonplaying area, and media can be located there. (See Rule 1.1.1.2.)

SITUATION 2: During the prematch inspections, the referees note that the end line is not a solid line. The line is interrupted in the area where it passes through the school logo. **RULING:** End lines and sidelines must be solid lines. (See Rule 1.2.2.1.) The referees will direct the host administrators to remedy the illegal line (floor tape is permitted). If the problem cannot be remedied for the current event, the match will be played and the referee will communicate the problem to the school administration or conference, and the NCAA secretary-rules editor.

SITUATION 3: The center line at the playing site has a section that is made up of a series of 10-centimeter (4-inch) lines, separated by 5-centimeter (2-inch) breaks. **RULING:** The center line is legal. The center line can consist of a solid line, an interrupted line (4-inch lines separated by 2-inch breaks) or a shadow line. (See Rule 1.2.2.2.)

SITUATION 4: The playing site does not have the attack line extensions as described in Rule 1. **RULING:** The referees must direct the host administration to use floor tape to add the extensions as required by rule. (See Rule 1.2.2.3.)

SITUATION 5: The playing site has bleachers that are only 1.5 meters (5 feet) from the end line, which is less than the minimum required distance for the service zone. **RULING:** The match will not be played in this facility. There is no allowance for extending the service area onto the court to gain the 2-meter (6 feet, 6 inches) minimum required. (See Rule 1.3.1.)

SITUATION 6: During the prematch inspection the referees notice that the ladder for the first referee's platform is mounted to the side of the platform rather than behind the platform. The referees inform game management that the match cannot be played with this referee stand. **RULING:** The referees' decision is correct. The ladder must be distributed evenly at the back of the referee's platform. (See Rule 1.5.4.)

SITUATION 7: State University just opened a new volleyball facility for the coming season. The referees assigned to the match inform the event manager that the match cannot be played since there is not 3 meters (9 feet, 9 inches) of free zone surrounding the volleyball court. **RULING:** The referees' decision is correct. Facilities constructed after 2016 are required to have a free zone of 3 meters (9 feet, 9 inches). (See Rule 1.1.1.)

RULE 2

The Net and Related Equipment

SITUATION 1: During the prematch inspection, the first referee notes that a net “sleeve” has been placed at the top of the net. The sleeve is not well secured along the length of the net and tends to gather and bulge, which affects the uniformity of the net height. **RULING:** The referee should instruct the host administration to remove the net sleeve. (See Rule 2.1.1.1.)

SITUATION 2: During the prematch inspection, the first referee notes that a net “sleeve” has been placed along the bottom of the net. **RULING:** The referee should instruct the host administration to remove the net sleeve. (See Rule 2.1.1.2.)

SITUATION 3: During the prematch inspection, the referees observe that the net system is attached to the ceiling by two large support poles. The referee stand is not attached to the pole. With the referee stand in place, the first referee’s view of play is impaired by the support pole, which is directly in front of his/her face. **RULING:** The match cannot be played using this net system. Rule 2.3.1 states, “The posts, uprights or stands (including their bases and padding) that support the net...should not interfere with the officials in the performance of their duties.”

SITUATION 4: The distance between the net pole and the sideline is only 2½ feet. **RULING:** The facility is legal, unless the facility was constructed after 2008. Only those facilities are required to have net poles that are 1 meter (3 feet, 3 inches) from the sideline. (See Rule 2.3.1.)

RULE 3

The Ball

SITUATION 1: The host administration provides three game balls for the match. Two of the balls are white, and the third ball is blue and white. **RULING:** The referee should inform host administrators that all balls used in the match must be uniform in color, circumference, weight, pressure and manufacturer. (See Rule 3.2.)

RULE 4

Playing Space

SITUATION 1: S4 tries to save an errant pass by her teammate near the bleachers. S4 jumps, plays the ball while it is above the bleachers, and then falls into the bleachers. **RULING:** This action is a fault. When the ball is over a nonplaying area, S4 must be in contact with the playing area when she contacts the ball. (See Rule 4.1.2.)

SITUATION 2: R3 tries to save a teammate's errant pass, but one of the ball retrievers gets in the way, preventing R3 from making the play. **RULING:** The referee may direct a replay. If a ball retriever or speed wiper interferes with a legitimate effort to play the ball, a replay results. (See Rule 4.2.4.)

RULE 5

Teams

SITUATION 1: A player runs to retrieve a teammate's errant pass near the end of her team bench. A substitute from her team who is in the warmup area interferes with the player trying to retrieve the ball, and the ball falls to the floor. **RULING:** No replay is awarded, and the opponents win the rally. (See Rule 5.2.2.1.)

SITUATION 2: During the match, a substitute from one team leaves the bench area to ride an exercise bicycle that is in a nonplaying area. **RULING:** The referees allow the player to attend to this medical necessity. (See Rule 5.2.2.2.)

SITUATION 3: During play, the Team R coach stands nearer to the court than the imaginary 1.75-meter (70-inch) boundary described in Rule 5.2.4.1. **RULING:** On the first occurrence, as a courtesy, the referees may remind the coach to remain the appropriate distance from the court while the ball is in play. Continued lack of compliance with this rule results in a delay sanction. (See Rule 5.2.4.1.)

SITUATION 4: The scorer's table is approximately 28 feet long, so it extends into the area between the attack line and the end line on both teams' side. The coaches stand near that portion of the score table (not in the attack zone) during play. **RULING:** The referees allow the coaches to stand near and in front of any portion of the scorer's table that extends into the area between the attack line and the end line on their side, as long as they are not disruptive. (See Rule 5.2.4.1.)

SITUATION 5: The home team coach disagrees with a ball handling decision by the first referee. When the ball is out of play, the coach enters the substitution zone to discuss the first referee's judgment with the second referee. **RULING:** The first referee should assess an individual sanction to the coach for disruptive coaching. Coaches may not affect the tempo of play by entering the substitution zone to discuss or comment on judgment decisions. (See Rule 5.2.4.3 and 6.1.4.9.)

SITUATION 6: After the first referee whistles a back-row attack fault, the head coach and assistant coach approach the second referee asking for an explanation. **RULING:** Only the head coach may ask for a clarification of a nonjudgmental ruling. The first referee should assess an individual sanction to the assistant coach. (See Rule 5.2.4.3.)

RULE 6

Individual and Team Sanctions

SITUATION 1: A coach is disqualified from a home match Friday night and leaves the playing and spectator areas. The team's next match is Saturday, and the coach is present when the team arrives on the court 60 minutes before the start of the match. **RULING:** The coach is allowed to participate in team activities on Saturday until the referees arrive at the court. In the case of a player disqualification, the disqualified player may not participate in any of the timed warmup periods. (See Rule 6.1.2.3.4.)

SITUATION 2: The referee hears a rude and inappropriate comment from the Team S bench, but cannot identify which team member made the comment. **RULING:** A sanction for a remark from an unidentified team member on the bench is assessed to the head coach. (See Rule 6.1.3.)

SITUATION 3: In the middle of a rally, the ball crew allows one of the balls that is not in play to roll onto the court. The referees whistle to stop play, signal a replay and prepare to authorize a new service. The Team R coach clearly requests a timeout prior to the service authorization. **RULING:** The timeout is not allowed, because there has not been a completed rally. If the second referee can prevent ("wave off") the timeout request without acknowledging it, play continues, and an improper request is assessed at the end of the next rally. However, if the referees acknowledge (whistle) the timeout request, or the request delays play because the players move toward the bench, a delay sanction is assessed. (See Rule 6.2.2.3.)

SITUATION 4: The Team S coach clearly requests the team's third timeout in the current set. **RULING:** If the request is not acknowledged (whistled) by the referee(s), the request is denied and an improper request is recorded on the scoresheet at the end of the play. If the request is acknowledged (whistled) by the referee(s), the request is denied and a delay sanction is assessed. (See Rule 6.2.2.8.)

SITUATION 5: At the start of the third set, the Team R coach submits the lineup late, and Team R is assessed a delay sanction. Later in the same set, the Team R coach requests the 16th team substitution. The substitution request is not acknowledged by the second referee. **RULING:** The request for an excessive substitution results in an improper request, even though a delay sanction has been assessed in the current set. (See Rule 6.2.3.1.)

SITUATION 6: The second referee notices that an assistant coach is receiving statistical information on a laptop computer at the team bench. The second referee requests that a red card (penalty) be assessed to the head coach. **RULING:** The second referee's decision is incorrect. Statistical data may be transmitted to an electronic device in the bench area from any location in the facility. (See Rule 6.1.5.)

SITUATION 7: The second referee is informed that match video is being played on a laptop located on the team bench. The second referee asks the head coach if video is being received on the bench. The coach acknowledges that video is being transmitted. The second referee requests that a red card (penalty) be assessed to the head coach. **RULING:** The referee's decision is correct. Only statistical information may be transmitted to the team bench. Electronic audio or video transmission is prohibited. (See Rule 6.1.5.)

SITUATION 8: Player S3 shouts through the net at an opponent after a Team R attack lands for a kill. The first referee assesses an individual warning sanction to S3. No other individual sanctions have been assessed to Team S in this set.

RULING: To assess the individual warning sanction, the first referee displays a yellow card, using the whistle as necessary to ensure that the second referee and scorer are aware that the sanction has been assessed. The first referee also directs the Team S captain to approach the referee stand in order to clearly communicate regarding the sanction. The second referee ensures that the sanction is recorded correctly on the scoresheet. (See Rule 6.4.2.1.)

SITUATION 9: In the second set of the match, the first referee disqualifies Team R's player No. 8. The referees allow No. 8 to remain on the bench (but not participate) for the remainder of the match. **RULING:** The referees' decision is incorrect. Player No. 8 has one minute to pick up her belongings from the bench area and leave the playing and spectator area for the remainder of the current match. Player No. 8 is also restricted from participating in the subsequent match. (See Rule 6.1.2.3.)

SITUATION 10: At the end of a rally, the Team R coach is very upset about a potential missed net fault. The coach holds the challenge card and informs the second referee that she wants to challenge the missed net fault. The second referee accepts the challenge. As the second referee begins the review process, the Team R coach displays unsporting conduct regarding the original decision. The second referee whistles and asks the first referee to assess a yellow card. **RULING:** The second referee correctly requests the sanction for the Team R coach. The sanction should be assessed immediately, even if the challenge review has not been completed. Once the sanction is recorded, the second referee completes the review process.

SITUATION 11: Earlier in the set the Team R coach received a warning (yellow card) for unsporting behavior. At the end of a rally with the score tied 10-10, the Team R coach is very upset about a potential missed net fault. The coach holds the challenge card and tells the second referee he wants to challenge the missed net fault. The second referee accepts the challenge. As the second referee begins the video review process, the Team R coach displays unsporting conduct regarding the original decision. The second referee whistles and asks the first referee to assess a red card. **RULING:** The second referee correctly requests an individual penalty (red card) for the Team R coach. The second referee ensures the scorer has recorded the penalty and informs the coach that the challenge will no longer be accepted or reviewed. Team R does not lose that challenge.

SITUATION 12: The score of the second set is Team S 24-Team R 22. At the end of the rally, the Team R coach who received a yellow card earlier in the set is very upset about a potential missed net fault. The coach holds the challenge card and tells the second referee that she wants to challenge the missed net fault. The second referee accepts the challenge. As the second referee begins the video review process, the Team R coach displays unsporting conduct regarding the original decision. The second referee whistles and asks the first referee to assess

a red card. **RULING:** The second referee confirms with the scorer that the sanction is recorded, awarding the 25th point to Team S. The second referee turns to the first referee and signals end of set.

Note: The same procedure would be used during the final set of the match.

SITUATION 13: Prior to the first set, Team A receives an administrative sanction because the color of their uniform number does not contrast with the color of their team jersey. During the first set, the Team A coach enters the substitution zone to discuss ball handling. The first referee sanctions the coach with a red card since the team already received an administrative sanction.

RULING: The referee's decision is incorrect. An individual yellow card should be assessed to the Team A coach if this is their first individual sanction of the set. The administrative sanction is not part of the traditional individual or team sanctions scale. It is a one-time sanction separate from the team/coach/player accumulated sanctions.

SITUATION 14: The second referee notices a team member spitting into a container and realizes the team member is using tobacco. The second referee indicates disqualification to the first referee and asks event management to escort the team member out of the playing venue. **RULING:** The second referee is correct. The use of tobacco by student-athletes or team or game personnel is prohibited and results in a disqualification for the remainder of that competition. (See Rule 6.1.2.3.5)

Note: The team member is only disqualified for the current match. They are not disqualified for the next match.

RULE 7

Players' Equipment

SITUATION 1: Most of the players' uniforms for Team S have short sleeves, but two regular players' uniforms have long sleeves. Other than sleeve length, the uniforms are identical. **RULING:** Uniforms with differing sleeve lengths are illegal. The referees should not allow the players in long sleeves to enter the match. (See Rule 7.1.1.1 and 7.3.2.)

SITUATION 2: Some of the players for Team R have an Adidas logo on the left leg of their shorts, some have a Nike logo on the right leg of their shorts, and others have no logo on their shorts. **RULING:** Uniforms with differing logos are legal if the uniforms are otherwise identical. (See Rule 7.1.1.1.)

SITUATION 3: During play, No. 3 on Team R contacts the floor trying to retrieve a ball. In that effort the numeral on the front of her jersey is damaged and partially peels off of the jersey. **RULING:** A damaged uniform may be changed, even if the result is that the player changes numbers. (See Rule 7.1.2.8.)

SITUATION 4: A Team R player is wearing a black patch sewn on the sleeve with a small (less than 1-inch) numeral "5" in the middle. When asked, she informs the referees that the patch is a commemorative to a former teammate. **RULING:** Commemorative patches or other special patches are allowed, but all teammates who elect to wear the patch must be identical. (See Rule 7.1.3.2.)

SITUATION 5: A Team S player participates with a towel tucked into the waistband of her shorts. **RULING:** A player is allowed to have necessary personal equipment such as a towel, insulin pump, eyeglasses, etc. If such equipment falls to the playing area and play must be stopped for safety purposes, the rally is replayed with no penalty or sanction assessed. (See Rule 7.2 and 11.4.1.)

SITUATION 6: During warmups, the referees discover that a Team R player on the court is wearing a flexible, clear ear gauge in her ear lobe. The referee instructs the player that she may not play or participate in warmups while wearing the ear gauge. **RULING:** The referee's decision is correct, and the player must remove the ear gauge, regardless of the material. String bracelets, commemorative bracelets, ear gauges (device meant to stretch piercings beyond normal dimension), and body piercings or dermal implants are considered jewelry and may not be worn. (See Rule 7.2.2.)

SITUATION 7: A Team S player enters the substitution zone and is waiting to be authorized to enter. The second referee notices that the player has a snug-fitting hoop on her ear. **RULING:** The player's earring is legal. Large hoop earrings or earrings that dangle are not legal. (See Rule 7.2.2.)

SITUATION 8: A Team S player attempts to enter the court wearing a metal splint on her thumb, covered with foam padding attached by a soft elastic bandage. **RULING:** The splint is legal, assuming the padding is approximately ½ inch thick and all edges are covered. (See Rule 7.2.4.1.)

SITUATION 9: The Team R coach requests a timeout after a completed rally, while the ball is out of play. As the players leave the court, the second referee

notices that player R4 has on a small bracelet. **RULING:** The second referee should instruct the player to remove the bracelet during the timeout, and no penalty or sanction applies. A delay sanction is assessed when the removal of jewelry or illegal equipment delays the resumption of play. (See Rule 7.3.2.)

SITUATION 10: The referees notice that Team R has a player wearing the number "0." The referees allow the player to participate with that number. **RULING:** The referees' decision is correct. Shirts may be numbered "0" through "99." (See Rule 7.1.2.6.)

SITUATION 11: The referees notice that Team R has a player wearing the number "00." The referees allow the player to participate with that number. **RULING:** The referees' decision is incorrect. Shirts may be numbered "0" through "99." The referees should inform the coach that the player wearing No. "00" will not be allowed to enter the court until she is wearing a legal number. (See Rule 7.1.2.6.)

SITUATION 12: The libero is wearing a navy blue shirt with red shorts, and her teammates are wearing white shirts with navy shorts. The referees tell the coach that the libero cannot play until she changes into shorts that are the same color as her teammates' shorts. **RULING:** The referees' decision is incorrect. It is not required that the libero's shorts be identical to her teammates. (See Rule 7.1.1.1.)

SITUATION 13: The referees notice the mascot's name on both sleeves of the libero's jersey. The mascot reference is 4" x 4". The referees allow the libero to play. **RULING:** The referees' decision is correct. The sleeve(s) and front and/or back of the libero jersey can each contain a single mascot and/or school reference. The mascot/school reference shall not exceed 3" x 5" or 4" x 4". (See Rule 7.1.1.4.1.)

SITUATION 14: The referees notice that the libero for Team R has several mascot references - one on each sleeve, one on the right front shoulder area and one just below the collar on the back of the jersey. All the mascot references are 4" x 4". The referees allow the libero to play. **RULING:** The referees' decision is correct. A uniform (libero or teammates) may contain up to four mascot/school references. The sleeve(s) and front and/or back of the jersey can each contain a single mascot and/or school reference. The mascot/school reference should not exceed 3" x 5" or 4" x 4". (See Rule 7.1.1.4.1.)

SITUATION 15: The referees notice that the regular players are dressed in a red uniform that has a sublimated light red mascot graphic that covers approximately half of the back of the jersey. The libero is in a white uniform that has a sublimated light gold mascot graphic that covers approximately half of the back of the jersey. The uniforms clearly contrast and the referees allow the match to be played. **RULING:** The referees' decision is correct. Uniform jerseys with sublimation are legal. (See Rule 7.1.1.3.)

SITUATION 16: During prematch warmups, the referees notice that several regular players are wearing black leggings that extend to the ankle while the rest of the team is wearing shorter black spandex with a hem above the knee. The referees allow the match to be played. **RULING:** The referees' decision is correct. Uniform bottoms may differ in style and cut, but must be identical in color and trim.

SITUATION 17: The referees notice that Team R has five players with a 4" patch that says "Title IX." The referees tell the coach that all the team members must wear the same patch. **RULING:** The referees are incorrect. It is not required

that all team members wear the patch, but the patch must be identical for all who wear it. (See Rule 7.1.3.2.)

SITUATION 18: A team has designated two liberos. One of the liberos is wearing a red jersey; the other is wearing dark blue. The regular players are wearing white jerseys. **RULING:** Legal. The two liberos are not required to wear matching uniforms. The only requirement is that all libero jerseys contrast in color with the regular players' jerseys. (See Rule 12.1.3.2.)

RULE 8

Scoring and Duration of Matches

SITUATION 1: Team R is late returning to the court after the intermission between sets two and three. When the referees whistle to end the interval between sets, Team R's lineup has not been submitted and the team is not present. The team reports to the court 80 seconds after the referees have whistled to end the interval between sets. **RULING:** A delay warning will be assessed because the lineup was due 30 seconds before the expiration of the interval between sets. (See Rule 6.3.2.3.) When the referees whistle to end the interval and direct the teams to the court for Set 3, a delay penalty results, since a delay warning has already been assessed in this set (the score will now be 1-0 in favor of Team S). Thirty seconds later, another delay penalty is assessed (the score will now be 2-0 in favor of Team S), and 30 seconds later, a third delay penalty is assessed (the score will now be 3-0 in favor of Team S). When Team R reports to the court 20 seconds later, the third set begins. If Team R does not return to the court within five minutes after the whistle to end the interval, Set 3 is defaulted, and the interval between sets three and four begins. (See Rule 8.4.2.3.)

SITUATION 2: Due to transportation difficulty, Team R has only five players present at the scheduled match start time. The referees are ready for play to begin. **RULING:** If the home institution has been notified that the visiting team is delayed by circumstances beyond its control, the referees will postpone the match for a reasonable amount of time. If there is no notification and the referees are prepared to start the match, the first set will be defaulted at match time, and recorded with Team S winning 25-0. A 10-minute waiting period is allowed before the second set is defaulted, and another 10-minute waiting period is allowed before defaulting the third set. Team R may use its two team timeouts before each set is defaulted. If, during the 10-minute waiting period, a sixth player for Team R arrives, each team will be allowed one-half of the time remaining in the 10-minute waiting period as its warmup time on the court, and the set will begin. (See Rule 8.5.2 and Rule 9.1.1.)

SITUATION 3: During a rally, Team R's No. 9 loudly and aggressively shouts an obscenity toward the first referee. The first referee stops the rally and assesses No. 9 with a penalty (red card). The Team R coach requests a substitute for No. 9. The referees allow the substitution. **RULING:** The referees' decision is correct. The rally in question is considered a completed rally since, by definition, a rally begins at the moment of the service contact and ends when the ball is out of play. A rally is completed when a point is awarded to either team. (See Rule 8.1.3.)

SITUATION 4: Prior to the start of the match, the event administrator informs the referees that there will be a 10-minute intermission between sets two and three. The referees inform the event administration that the intermission may

not exceed five minutes. **RULING:** The referees are correct. Intermission may not exceed five minutes. (See Rule 8.4.2.4.)

RULE 9

Protocols

SITUATION 1: In a tournament situation, the host administration notifies the participating teams that the warmup between matches will consist of 12 minutes of shared court time, followed by a segment of four minutes for each team and then a segment of five minutes for each team. One minute later, the match will begin. **RULING:** This protocol is acceptable. The 41-minute shared court time segment identified in the prematch protocol rules may be reduced to a minimum of 10 minutes in tournament situations or, if both coaches agree, when a match follows another scheduled activity in the facility. (See Rule 9.1.1.1.)

SITUATION 2: In a tournament situation, the host administration's tournament director informs the teams that the warmup between matches will consist of 15 minutes of shared court time on the warmup court down the hall, and the final 19 minutes of the timed warmup segments on the competition court. **RULING:** This procedure is allowable, as long as the warmup court has a court and net setup that meets the specifications of the rules. (See Rule 9.1.1.1.)

SITUATION 3: During Team R's four-minute period for exclusive use of the court, Team S practices passing in an area on the playing surface that is more than 2 meters (6 feet, 6 inches) outside the court boundaries. **RULING:** The referees instruct Team S to stop its activity. When one team has exclusive use of the court, the other team must be at its bench or off of the playing area. (See Rule 9.1.2.3.)

SITUATION 4: The facility has a nearby auxiliary court separate from the competition court. During the 41 minutes of shared warmup, the home team uses the entire auxiliary court for its warmup, leaving the visiting team to use only half of the competition court. **RULING:** The referees will instruct the host administration to allocate equal time for each team to use the auxiliary court during the 41 minutes of shared court time. (See Rule 9.1.2.4.)

SITUATION 5: The visiting team sends the team manager to the prematch coin toss. **RULING:** Allowed. Any team representative may attend the prematch conference with the referees and participate in the coin toss. (See Rule 9.1.3.)

SITUATION 6: Prior to the fifth set, the first referee leaves the referee stand and approaches the scorer's table to conduct the deciding set coin toss. **RULING:** The rules state that the first referee is to remain on the referee stand while the second referee conducts the coin toss. (See Rule 9.2.4.4.1)

SITUATION 7: The Seascapes Conference has modified the warmup for the first 20 minutes (until the 40-minute mark on the clock) for its conference matches (Table 3). The referees allow the modified protocol. **RULING:** The referees' decision is correct. Each conference can modify the prematch protocol for the first 20 minutes during conference matches. (See Rule 9.1.1.3.)

SITUATION 8: During a nonconference match, both coaches agree to modify the warmup protocol (Table 3). The referees allow the adjusted protocol. **RULING:** The referees' decision is incorrect. The adjusted prematch protocol

may only be used at the conference level. All nonconference and NCAA championship matches will follow the default warmup protocol (Table 2). (See Rule 9.1.1.3.)

RULE 10

Team Lineup and Rotation Order

SITUATION 1: As the official clock timing the prematch warmup segments nears the three-minute mark, the second referee goes to each coach to collect the first set lineup sheet. **RULING:** Correct technique. The lineup sheets are due when three minutes remain in the prematch warmup protocol. (See Rule 10.1.1.1.)

SITUATION 2: Team R's No. 5, who is one of the starting players on Team R's submitted lineup, injures her knee when the clock shows 2:00 remaining in the warmup protocol. The Team R coach says that because No. 5 cannot play at this time, the entire lineup will need to be changed, and No. 5 replaced. **RULING:** Team R can submit an entirely different lineup for any reason without penalty or substitution until the one-minute mark on the clock timing the warmups. (See Rule 10.1.1.1 and Rule 10.1.1.7.)

SITUATION 3: While checking the Team R lineup, the second referee and scorer notice that no libero player is indicated on the lineup sheet, but Player No. 8 is ready to enter in a libero jersey. **RULING:** Each team is allowed to designate zero, one or two liberos in each set, but there is no requirement to use a libero. However, since a libero is prepared to enter the set, the second referee should confirm with the coach that Player No. 8 will be a libero, and ask if a second libero will be used as well. The second referee should authorize No. 8 to enter the court and allow the lineup sheet to be immediately corrected. After checking the lineups for both teams, the second referee confirms with the scorer and assistant scorer that No. 8 has been recorded as a Team R libero.

SITUATION 4: While checking the starting lineups on the court for Set 2, the second referee notices that Player No. 3 is listed as a Team S libero and is also one of the six players entered in Team S's starting lineup. The second referee sees Player No. 6 is dressed in a libero uniform and prepared to enter the court. **RULING:** The second referee confirms with the coach that Player No. 6 will be the libero and authorizes No. 6 to enter the court and allows the lineup sheet to be immediately corrected. After checking the lineups for both teams, the second referee confirms with the scorer and assistant scorer that No. 6 has been recorded as a Team S libero.

SITUATION 5: While checking the starting lineups on the court for Set 2, the second referee notices that Player No. 3 is listed as a Team R libero and is one of the six players entered in Team R's lineup. The second referee sees that No. 3 is dressed in a libero uniform and prepared to enter the court. **RULING:** The second referee confirms with the coach that Player No. 3 will be a libero and authorizes No. 3 to enter the court as a libero. The second referee informs the Team R coach that a substitution must be used to replace No. 3 in the starting lineup; the coach states that Player No. 4 will substitute

for Player No. 3. The second referee should ensure that the scorer and assistant scorer record the substitution.

SITUATION 6: After the referee has checked the lineup, Team R serves and loses the rally. Team R libero No. 5 enters to replace the server. The assistant scorer informs the second referee that Team R did not list a libero on the lineup sheet. The referee confirms with the Team R coach that No. 5 will be a libero and instructs the scorer and assistant scorer to enter No. 5 as a libero. **RULING:** The referee's decision is incorrect. Once the set has started no changes to the lineup may be made. Team A may not play that set with a libero in that set.

SITUATION 7: When the lineup is submitted, the second referee and scorer notice that a playing captain has not been designated. **RULING:** One of the six starting players or a libero must be designated as the playing captain. The second referee will ask the coach to identify the captain's number. (See Rule 10.1.1.4.)

SITUATION 8: Team S Player No. 3 substitutes into the set for Player No. 8. After the substitution, S1 serves for two points, and then serves a ball that results in a loss of rally. Team R serves a point, and it is then discovered that No. 3 entered in the wrong service position for Team S. **RULING:** The position fault is corrected; Player No. 8 returns to the court, player No. 3 leaves the court, and the substitution that was charged when No. 3 entered is canceled. The points scored by S1 are not removed because the opponents have already served. Since Team R has just scored a point, no additional point is awarded for the position fault. If Team R had lost the rally that it served, the result of the rally would have been reversed because of the position fault by Team S, and Team R would have been awarded a point. (See Rule 10.3.2.)

SITUATION 9: Team S designated one libero, No. 5, on the lineup sheet for Set 1. In Set 2, No. 3 and No. 9 are designated as the liberos. **RULING:** Correct procedure. Each team is allowed to designate zero, one, or two liberos for each set. (See Rule 12.1.1.)

SITUATION 10: Team R designated two liberos, No. 7 and No. 10, on the lineup sheet for Set 1. During the set, only No. 7 has played in the set as a libero, and the Team R coach asks if No. 10 can change into a regular jersey and be used as a substitute since they have not played in the set as a libero. The second referee tells the coach that No. 10 can only play as a libero for Set 1. **RULING:** The second referee is correct. Libero designations are for the set, so No. 10 may not play as a regular player in Set 1. In subsequent sets, No. 10 may play as a regular player if the coach does not designate No. 10 as a libero on the lineup sheet for that set, and No. 10 wears a uniform jersey that matches the other regular players. (See Rule 10.1.1.3.)

RULE 11

Game Interruptions

SITUATION 1: The coach for Team R requests a lineup check after a replay is signaled by the referees due to a ball from another court interfering with play.

RULING: The request for a lineup check is allowed. Regular game interruptions are only allowed after a completed rally, but a lineup check is not included in the definition of game interruptions. Therefore, a request for a lineup check is allowed by either team anytime the ball is out of play, as long as it is requested by the captain or coach before the authorization for service. (See Rule 11.1.1, Rule 5.2.3.3 and 5.2.4.3.)

SITUATION 2: The coach for Team S clearly requests the team's third timeout. The second referee acknowledges (whistles) the request, and then realizes that Team S has used two timeouts in this set. **RULING:** The request is denied and a delay sanction is assessed. If it is Team S's first delay sanction of the set, a delay warning (yellow card) is assessed. If a delay warning has already been assessed to Team S in this set, a delay penalty (red card) is assessed, and the opponent is awarded a point. (See Rule 11.2.1.1 and Rule 6.3.2.2.)

SITUATION 3: The coach for Team A requests two substitutions. The second referee denies the request since Team A has already used 12 team substitutions.

RULING: The second referee is incorrect. Each team is entitled to 15 substitutions per set. (See Rule 11.3.2.)

SITUATION 4: When the ball is out of play, a player from Team S enters the substitution zone just as the Team R coach requests a timeout. **RULING:** The second referee should award the timeout to Team R and inform Team S that the substitution will be administered at the end of the timeout. The six players who were on the court when the timeout was requested must return to the court, and then substitutions, libero replacements and libero exchanges can occur. (See Rule 11.2.4.2.)

SITUATION 5: While a rally is in progress, the horn on the scoreboard sounds, disrupting play. The referees stop play and signal a replay. The Team S coach requests a timeout prior to the next authorization for service. **RULING:** The timeout is not allowed because there has not been a completed rally. If the timeout request can be "waved off" or ignored, the second referee should assess an improper request after the next rally. If the referees acknowledge the request, a delay sanction results. (See Rule 11.2.6.3.)

SITUATION 6: While a rally is in progress, No. 7 on Team S is injured. The referees stop play and signal a replay. The Team S coach requests a timeout prior to the next authorization for service. **RULING:** The timeout is allowed, even though there has not been a completed rally. Rule 11.3.5.1 provides an exception to the rule requiring a completed rally before a timeout request. (See Rule 11.2.6.3 and Rule 11.3.5.1.)

SITUATION 7: While a rally is in progress, a member of the ball crew interferes with a player's legitimate effort to play the ball, and the referees stop play and

signal a replay. The Team S coach requests a substitution prior to the next authorization for service. **RULING:** The substitution is not allowed because there has not been a completed rally. If the substitution request can be “waved off” or ignored, the second referee should assess an improper request after the next rally. If the referees acknowledge the request, a delay sanction is assessed to Team S. (See Rule 11.3.3.1.)

SITUATION 8: Player S4 blocks an attack by R3, and the ball lands on Team R’s court. As the referees are signaling a point to Team 2 as the result of the blocked attack, R3 says something inappropriate to S4 and is assessed an individual penalty. The Team S coach requests a substitution for R3. **RULING:** The substitution is allowed because no rally was interrupted to assess the penalty point. A rally begins with the service contact, so the last rally was completed when the ball contacted Team R’s court and the referees whistled. Another rally has not begun yet, so any request for an interruption by either team is permitted at this point. (See Rule 11.3.3.1.)

SITUATION 9: While a rally is in progress, No. 8 on Team S is injured. The referees stop play and signal a replay. The Team S coach states that No. 8 cannot continue playing, and requests a substitution for No. 8. **RULING:** The substitution is allowed, even though there has not been a completed rally. Rule 11.3.5.1 provides an exception to the rule requiring a completed rally before a substitution request. Team S also has the option of replacing No. 8 with a libero even if a libero has not sat out one completed rally, if a libero is otherwise legal. (See Rule 11.3.3.1 and Rule 11.3.5.1.)

SITUATION 10: While a rally is in progress, No. 3 on Team S is injured. The referees stop play and signal a replay. Within 30 seconds, the Team S coach states that No. 3 will continue playing, and requests a substitution for No. 12. **RULING:** The substitution for No. 12 is not allowed because there has not been a completed rally. The exception in Rule 11.3.5.1 provides an exception to the rule requiring a completed rally before a substitution request only for the injured player. (See Rule 11.3.3.1 and Rule 11.3.5.1.)

SITUATION 11: During a rally, the referees whistle to stop play, and a Team S player is disqualified for extremely aggressive behavior. Team R must rotate to serve next. Before rotating, the Team R coach requests two substitutions. **RULING:** The substitution request is allowed because there has been a completed rally. (See Rule 11.3.3.1.)

SITUATION 12: An incoming substitute for Team S clearly enters the substitution zone and the second referee whistles to acknowledge the substitution request, but the Team S coach refuses to complete the substitution. **RULING:** The substitution must either be quickly completed or a delay sanction is assessed to Team S. No additional substitution requests will be accepted until a timeout is granted to either team or after the next completed rally. (See Rule 11.3.3.2.5.)

SITUATION 13: A Team R substitute enters the substitution zone and the second referee whistles to acknowledge the request. A second Team R substitute is waiting to enter the substitution zone, near the extended attack line. As the second referee is authorizing the first substitution, the coach instructs the second substitute to return to the bench. The total elapsed time is no longer than would have been necessary for one substitution to be administered. **RULING:** No delay occurred, so no delay sanction should be assessed. After authorizing the first substitution, the second referee should signal the first referee that play can begin. (See Rule 11.3.3.2.5.)

SITUATION 14: A Team R player is injured, but wishes to continue playing. However, the player is unable to resume playing within 30 seconds. **RULING:** Team R can take any remaining legal timeouts. If the injured player is not ready to play when the legal timeouts have been used, she must be replaced either by a regular or an exceptional substitution, or by a legal libero replacement. (See Rule 11.3.5.1.)

SITUATION 15: Team R is permitted an exceptional substitution due to an injury. Team R has used 14 substitutions in the current set. **RULING:** The exceptional substitution does not count as a team substitution, so Team R has one remaining substitution to use later in this set. The injured player may not return to play in the current set. (See Rule 11.3.6.1.1.)

SITUATION 16: Team S designated two liberos for the set. While a rally is in progress, a ball rolls onto the court, disrupting play. The referees stop play and signal a replay. Before the first referee beckons for serve, the two liberos exchange in the libero replacement zone. **RULING:** Legal. The libero exchange is allowed any time the ball is out of play. (See Rule 12.2.1.2.1.)

RULE 12

The Libero Player

SITUATION 1: No replacement enters for the libero when the libero's position rotates to left front. At the time of service, the libero is closer to the center line than the left back player, and no other position fault occurs. **RULING:** When the serve is contacted, a position fault results since the libero is restricted to the back row. If the officials recognize and correct an incorrect libero replacement before the service contact, the correct replacement can be made, and a delay sanction is assessed instead of a position fault. (See Rule 12.1.2.1 and Rule 12.2.1.2.)

SITUATION 2: The Team S libero sets the ball using an overhand finger pass while in the front zone. Player S3 attacks the ball, but contact is made when the ball is not entirely higher than the top of the net. The attacked ball crosses to the opponent's playing area. **RULING:** No fault has been committed. The libero's action did not result in an illegal attack because S3 did not contact the ball while it was entirely higher than the top of the net. If S3 had attacked the ball while it was entirely higher than the top of the net, the referee would rule an illegal attack after the attack is completed (completely crosses the net or is legally blocked by an opponent) and indicate the libero with an extended open hand. (See Rule 12.1.2.4.)

SITUATION 3: The libero for Team S is in the front zone and receives the opponent's attack-hit with both fists closed above her head. The ball rebounds from her hands to a front-row teammate, who contacts the ball while it is entirely higher than the top of the net and sends it to the opponent's side. **RULING:** The play is legal. The libero is only restricted from using actual overhand finger pass while setting in the front zone. If, in the referee's judgment, the libero's contact is with the knuckles, the back of the hand, or the fists, the play is not considered to be an "overhand finger pass." (See Rule 12.1.2.4.)

SITUATION 4: The Team R libero has the same uniform as the rest of her teammates, but wears a contrasting vest over her jersey. The vest does not have a number on it. **RULING:** The libero must wear a contrasting color jersey and have a legal, visible number. Wearing a vest is allowable, but it must be numbered. Additionally, players may not change numbers during the match, whether they are designated as a libero for a particular set or as a regular player. (See Rule 12.1.3.)

SITUATION 5: The regular players of Team S wear jerseys that are red on the top half and white on the bottom half (approximately 50 percent of each color). The libero's jersey is primarily red, with white trim on the sides. **RULING:** The libero's uniform is illegal. The libero's jersey cannot be made up solely of the same predominant color(s) as the teammates' even if the like color(s) are placed differently on the jersey. A libero is not allowed to play in the illegal uniform. (See Rule 12.1.3.1 and Rule 7.1.1.2.)

SITUATION 6: While a rally is in progress, a member of the ball crew interferes with a player's legitimate effort to play the ball, and the referees stop play and

signal a replay. The Team S libero enters the court from the bench to replace a back-row player. **RULING:** The libero replacement is not allowed because there has not been a completed rally. If the officials recognize and correct the incorrect libero replacement before the next service contact, the correct replacement can be made, and a delay sanction is assessed instead of a position fault. (See Rule 12.2.1.2 and Rule 12.2.2.1.)

SITUATION 7: During a rally, the referees whistle to stop play, and a Team S player is disqualified for extremely aggressive behavior. Team R must rotate to serve next. Before rotating, a Team R libero comes from the bench to replace No. 2 in the back row. **RULING:** The libero replacement is allowed because there has been a completed rally (point awarded).

SITUATION 8: Player No. 8 for Team S is rotating to the serving position. The coach for Team S requests a substitution, No. 10 for No. 8. Player No. 10 serves, and Team S loses the rally. A libero for Team S then replaces Player No. 10 and plays the back-row positions. When the libero rotates to the front row, Player No. 8 replaces the libero. **RULING:** The libero must be replaced by the player whom the libero originally replaced. If an incorrect player replaces the libero, a delay sanction is assessed if the error is discovered by the officials before the next serve is contacted. If the incorrect player is on the court when the serve is contacted, a position fault results. (See Rule 12.2.1.4 and Rule 10.3.2.)

SITUATION 9: A libero for Team R replaces a back-row player after the first referee has authorized service, but before the service is contacted. **RULING:** Libero replacements can only occur at the beginning of the set after the lineups have been checked by the second referee or at the end of a completed rally before the next service is authorized. The first time that a team makes a late replacement (after the authorization to serve but before service contact), the rally should be allowed to continue and the team is verbally warned at the end of the rally. If subsequent late replacements occur in the match, the referee(s) should stop play and assess a delay sanction, but the replacements are allowed. Late replacements result in a position fault at the moment of service if the player entering the court is not in the correct service order. A replacement that occurs after service contact results in a loss of rally. (See Rule 12.2.2.1.)

SITUATION 10: The Team S libero is in the warmup area and has not served in this set. Before the referee authorizes service and while Player No. 5 is in the service zone, the coach instructs the libero to serve for No. 5. The libero and No. 5 exchange positions at the end of the court. Neither player crosses the sideline between the attack line and the end line. **RULING:** The players involved in a libero replacement must enter and exit the court over the sideline between the attack line and the end line so that the second referee can ensure that the proper notations are made by the scorers. Failure to do so results in the assessment of a delay sanction. Even when a delay sanction is assessed, the replacement is allowed. (See Rule 12.2.2.3.)

SITUATION 11: The libero for Team R is injured and cannot continue play. The Team R coach does not want to designate a new libero immediately. **RULING:** The coach is not required to redesignate a libero immediately. The injured libero must be replaced by the player whom the libero originally replaced or by a redesignated libero. At the discretion of the coach or captain, any substitute may later be redesignated as the libero. The new libero must wear a contrasting jersey with a unique number that is not worn by another teammate. The number does not have to be the same number that player has been wearing in the match. Once

a redesignation is made, the injured libero cannot return for the remainder of the set. (See Rule 12.3.1.)

SITUATION 12: The referee stops play during a rally when the libero for Team R is injured and cannot continue to play. The team is playing with only one libero in this set. The second referee informs the coach that the libero must be replaced by the player whom the libero replaced. The coach then requests a substitution for the replacement player. The referee denies the substitution since there was not a completed rally. **RULING:** The referees' decision is incorrect. When play is stopped for an injured libero, the libero must be replaced by the player she replaced. At that point, the coach is allowed one substitution for the replacement player only. (See Rules 11.3.5.3 and 12.2.1.2.)

SITUATION 13: Team S has designated two liberos on the lineup sheet: No. 11 and No. 21. Libero No. 11 served in rotation 1 on the scoresheet. Later in the match when regular player No. 7 is serving, libero No. 21 replaces No. 7 and prepares to serve. **RULING:** Incorrect libero replacement. When a team has designated two liberos, the liberos may only serve in one rotation (one position on the scoresheet) for each set (See Rule 10.2.1). If identified before the contact of serve, the second referee corrects the illegal replacement and instructs libero No. 21 to exit the court and regular player No. 7 to return to the court. Team S is assessed a delay sanction for the incorrect libero replacement. If the error is not identified until after service contact, a rotation fault occurs. (See Rule 12.2.1.2.5.)

SITUATION 14: Team S has designated two liberos on the lineup sheet: No. 12 and No. 14. Libero No. 12 has replaced player No. 4 in position 5 (left back). Player No. 7 is in position 2 (right front). No libero has served in the set. Team S wins a rally and rotates. Player No. 4 replaces libero No. 12 in position 4, and libero No. 14 replaces player No. 7 in position 1 and prepares to serve. Both replacements occur in the libero replacement zone. **RULING:** Proper procedure. Rule 12.2.1.2.5 allows a libero replacement for the player who is serving next, even if the libero does not sit out for a rally, and a team with two designated liberos may exchange liberos freely any time the ball is out of play. (See Rule 12.2.1.2.1.)

SITUATION 15: Team R has designated two liberos on the lineup sheet: No. 7 and No. 8. Libero No. 7 has replaced player No. 10 in position 6 (center back). Player No. 9 is in position 5 (left back). Team S wins a rally, and Team R No. 10 replaces libero No. 7 in position 6, and during the same dead ball libero No. 8 replaces player No. 9 in position 5. **RULING:** Improper procedure. There must be a completed rally between two libero replacements (except as allowed by Rule 12.2.1.2). An incorrect libero replacement results in a delay sanction if identified and corrected before the next service contact. If identified after the service contact, a position fault results. (See Rule 12.2.1.4.)

SITUATION 16: Team R has designated two liberos on the lineup sheet: No. 1 and No. 2. Libero No. 1 serves 3 points. Libero No. 2 then exchanges with libero No. 1 and prepares to serve. **RULING:** Legal action. Liberos may freely exchange with one another any time the ball is out of play, including while the libero is serving. (See Rule 12.2.1.2.1.)

RULE 13

The Service

SITUATION 1: After the first referee authorizes service, a wrong server, S6, is preparing to serve when her teammates notice the error and tell her not to serve. S1 goes to the service zone, where S6 tosses her the ball and then moves to her correct position. S1 then serves the ball. **RULING:** Legal play, if all actions take place within the eight seconds that are allowed between the authorization for service signal and contact of the service. (See Rule 13.1.3.5.)

SITUATION 2: Prior to serving, S1 stands with one foot clearly outside the short line that marks the side boundary of the service zone. Before contacting the service, S1 steps toward the middle of the court. At the time of contact, one foot is completely inside the service zone, and one foot is on the service zone marker. **RULING:** Legal service. The service zone includes the width of both service zone lines that extend from the sideline. (See Rule 13.1.3.6.)

SITUATION 3: The first referee whistles to authorize service. Before S1 can serve the ball, a ball from another court enters the playing area. The referees whistle to stop the service action. The Team S coach requests a substitution before the next authorization for service. **RULING:** After an authorization for service, there can be no requests (timeout, substitution or lineup check) until after the next completed rally. An improper request results if the request is not acknowledged (whistled) by the referees. A delay sanction is assessed if the request is acknowledged (whistled). (See Rule 13.1.3.8 and Rule 6.2.3.3.)

SITUATION 4: Team S is playing with one libero in the set. The Team S libero, No. 2, served in the third rotation of the set. A few points later, the libero is injured, and the coach redesignates Player No. 5 as the libero. Later in the set, the Team S coach sends No. 5 to serve in a different rotation since she has not yet served in this set at all. **RULING:** Once either libero has served in a particular rotation, any other players who are designated as the libero in that set may only serve in the original libero's position, even if they have already played and served in a different rotation as a regular player. (See Rule 13.1.4.)

SITUATION 5: As S1 prepares to serve, S3 takes a position close to the net directly in front of R4. Team R's captain complains that S3 is screening. **RULING:** Both players may initially take any position on the court that is legal with respect to their own team. If R4 is unable to see the server, she must move. If S3 moves with R4, she can be penalized with an individual sanction. (See Rule 13.2.4.1.)

SITUATION 6: Two players on Team S are waving their arms, jumping and moving sideways to prevent the receiving team from seeing the served ball; the ball is not served over those players. The first referee assesses each serving team player an individual yellow card for minor unsporting behavior. **RULING:** The first referee is correct. Even though they didn't meet the criteria for a screen, their behavior is unsporting and should be addressed. (See Rule 13.2.4.1.)

SITUATION 7: The libero for Team S has replaced No. 3, who is opposite No. 8. When No. 3 is in position 5 (left back), and No. 5 should be serving, the libero moves to position 1 (right back) and prepares to serve. No. 3 returns to the court in position 4 (left front) and player No. 8 exits. Player No. 5 is incorrectly positioned in right front. The libero serves the ball, and the scorer notifies the second referee that No. 5 should have served. **RULING:** Team R receives the point and service, and the second referee corrects Team R's player positions on the court (player No. 5 rotates to position 1 [right back] and player No. 8 returns to position 2 [right front] and the libero returns to position 1 [left back] in replacement of No. 3). The libero is not considered to have served in the set since the libero's serving position is established when the libero serves after replacing the correct server in position 1. Although the libero served when No. 5 should have served, the libero was not on the court in replacement of No. 5. The libero was simply a wrong server. Reminder: The scorer and assistant scorer should not place a triangle on the Roman numeral in the service order on the scoresheet unless the libero is serving for the replaced player.

RULE 14

Playing the Ball

SITUATION 1: S6 stands near the end line of her court and ducks to avoid touching an attack hit by R2 that is coming in her direction. The ball contacts S6's hair before going out of bounds. **RULING:** The ball should be ruled out of bounds on Team R. Contact that is clearly by the hair only is not considered a touch on the ball. (See Rule 14.1.2.)

SITUATION 2: S3 and R2 simultaneously contact a ball that is in the plane above the net. The ball lands out of bounds on Team S's side of the net. **RULING:** Team S wins the rally and scores a point. When there is simultaneous contact by opponents above the net, the team that is opposite the side where the ball lands is considered to have contacted the ball last and caused it to go out of bounds. (See Rule 14.3.2.2.)

SITUATION 3: After S1 passes the ball for her team's first contact, S5 jumps from a position in front of the attack line, contacting the ball while it is entirely higher than the top of the net. The ball hits only the top of the net and rebounds back to Team S's side of the net. **RULING:** No fault has occurred since S5's attack was never completed. An attack-hit is complete when the ball completely crosses the plane of the net or is legally blocked by an opponent. In this scenario, another Team S player can legally use the team's third contact to send the ball to Team R's side. (See Rule 14.5.1.)

SITUATION 4: S6 is in the front zone and sets a ball that is entirely higher than the top of the net for her team's second contact. S6's set travels in the direction of a teammate. Before any teammate contacts the ball, it enters the plane of the net and is blocked by R3. **RULING:** S6 has committed an illegal (back-row) attack. A back-row player who is in the front zone may not complete an attack-hit if, at contact, the ball is entirely higher than the top of the net. This rule does not allow an exception for a back-row setter who sends the ball in the direction of a teammate. (See Rule 14.5.4.1.)

SITUATION 5: R1 passes a serve, and the ball travels into the plane of the net. R5 jumps and contacts the ball while reaching higher than the top of the net. Simultaneously, S3 blocks the ball. **RULING:** Illegal block on R5. Regardless of their intent, a back-row player is an illegal back-row blocker when she is near the net, reaches higher than the top of the net, and there is either simultaneous contact of the ball with an opponent, or the opponent legally causes the ball to contact her. Once the ball enters the plane of the net, either team has a legal right to play the ball. (See Rule 14.6.1.)

SITUATION 6: After S1 passes the ball for their team's first contact, S5's set is clearly a double contact and travels in the direction of a teammate. The ball enters the plane of the net and is legally blocked by R3 before any Team S player contacts the ball. The first referee allows play to continue. **RULING:** Incorrect procedure. Although S5 may have intended to set a teammate, the next contact

was a legal block by the opponent. The first referee whistles and awards the point to Team R and signals a double contact on S5. (See Rule 14.2.3.1.)

RULE 15

Play at the Net

SITUATION 1: Team S's first contact is an errant pass that causes the ball to travel directly over the antenna to Team R's free zone. S4 runs under the net cable in pursuit of the ball and goes between the net post and the sideline. S4 then contacts the ball in the opponent's free zone. **RULING:** As soon as the ball completely crosses the net plane over or outside the antenna, the referees should immediately whistle and signal that the ball is out.

SITUATION 2: Team R's first contact travels outside the antenna, contacts the net cable and enters Team S's free zone. R2 runs outside the net post to pursue and return the ball. **RULING:** Antenna fault on Team R. A ball that contacts the antenna, net post or supports, or the net outside the antenna is out of play.

SITUATION 3: Team R's first contact travels outside the antenna and contacts an overhead obstruction that is more than 4.6 meters (15 feet) above Team S's free zone. R2 runs outside the net pole to pursue and return the ball. **RULING:** As soon as the ball completely crosses the net plane over or outside the antenna, the referees should immediately whistle and signal that the ball is out. Any ball that contacts an overhead obstruction over a nonplaying area is out of play.

SITUATION 4: After setting the ball near the net, R4 begins to move toward her defensive position. As she moves away, she brushes the net with her shoulder. **RULING:** Legal play. Contact with the net is only a fault if the player is playing the ball or the contact interferes with play. (See Rule 15.2.1.)

SITUATION 5: S2 jumps to block the ball, but does not contact it. As S2 descends, she barely touches the net. **RULING:** Net fault. If a player is involved in playing the ball, including an unsuccessful block attempt, any net contact is a fault, no matter how insignificant it is. (See Rule 15.2.1.)

SITUATION 6: R1 runs toward the net, preparing to set her teammate's first contact. The ball is passed poorly and as R1 tries to reverse direction to get to the ball, her right foot completely crosses the center line into the opponent's court. No opposing player is near the area of encroachment. **RULING:** No fault has occurred. (See Rule 15.2.4.2.)

SITUATION 7: S3 jumps to attack a ball and contacts the net outside the antenna on her follow-through. The second referee whistles a net fault. **RULING:** The referees' decision is incorrect. A player can make contact with the net outside the antennas. (See Rule 15.2.1.2.)

RULE 16

States of Play

SITUATION 1: R1 passes the ball for her team's first contact, and the ball travels over the bleachers beside Team R's playing area. While the ball is still in the air above the bleachers, the scoreboard horn sounds. **RULING:** The ball should be ruled out of bounds, and Team S wins the rally. The horn did not affect play, so no replay results. (See Rule 16.1.2.)

RULE 17

Decisions and Protests

SITUATION 1: The coach for Team R attempts to lodge a protest about whether a ball landed in bounds or out of bounds. **RULING:** The protest should not be accepted because it involves an official's judgment. (See Rule 17.1.1.)

SITUATION 2: In a nontournament match, a protest is lodged by the Team S coach about a possible scoring error. The Team S coach insists that an earned point was not recorded for Team S. **RULING:** The referees must determine the outcome of the protest immediately based on information available. The referees should thoroughly review the scoresheet for errors, use the collective knowledge of the referees and scorers, and may refer to an official statistician using an electronic play-by-play system if one is in use. In the absence of information from an official statistician, the referees may use information from the teams' scorers or statisticians if they are in agreement about the sequence of events and/or the score. (See Rule 17.2.2.3.)

SITUATION 3: In a nontournament match, a protest is lodged by the Team S coach based on a rule interpretation by the first referee. **RULING:** Referees, coaches and playing captains consult the rules resources (including the rules book, rules interpretations, Official's Manual and any information available on the NCAA Central Hub), and the first referee makes a final ruling based on the information in the rules resources. The protest will not be forwarded to the NCAA secretary-rules editor for later determination (See Rule 17.2.2.)

SITUATION 4: The Team S coach informs the second referee that the score is incorrect, and Team S should have an additional point. The second referee checks with the scorer and reviews the scoresheet, and does not find an error. The Team S coach wants to protest the score, saying player S2 served three points, rather than the two shown on the scoresheet. The second referee informs the first referee of the scoring protest and uses the CRS monitor to watch the term of service for player S2; the second referee determines that S2 did serve three points and corrects the score. **RULING:** The referees' actions were correct. The CRS video may be used to decide scoring protests. (See Rule 17.2.2.4.)

SITUATION 5: In a tournament where the match schedule is dependent on the results of the previous matches, a protest is lodged by the Team A coach based on a rule interpretation by the first referee. **RULING:** Referees, coaches, and playing captains consult the rules resources. If the protest cannot be resolved quickly, the rules interpreter or protest committee make the final decision. The protest will not be forwarded to the NCAA secretary-rules editor for later determination.

RULE 18

Challenge Review System

SITUATION 1: Team A attacks a ball that lands near Team B's sideline. The line judge signals out. The Team A coach challenges the call, saying the ball landed in. The video review shows the ball landed out of bounds, but it also clearly shows that a Team B player touched the ball before it went out. The second referee signals touch and indicates that Team A should be awarded the point. **RULING:** The referee's decision is correct. When a challenge is made regarding an in/out/touch or net fault decision, the second referee can ultimately rule on video evidence of in, out, touch or net fault.

SITUATION 2: Team A attacks a ball that lands near Team B's sideline. The first referee and line judge signal a touch by Team B. The Team B coach challenges, stating that there was no touch. The video review shows there was NO touch by Team B, but the ball landed in. The referees reverse the original "touch" decision, but award Team A the point because the ball was in. **RULING:** The referee's decision is correct. When a challenge is made regarding an in/out/touch or net fault decision, the second referee can ultimately rule on video evidence of in, out, touch or net fault.

SITUATION 3: Team A attacker tips the ball. A Team B player attempts to make a pancake save, but the ball is called down by the officials. The Team B coach challenges the call, saying that the pancake was successful. The video review shows that the pancake was successful and the ball did not contact the floor, but also clearly shows a Team B player committed a net fault on the play at about the same time as the pancake attempt. The second referee indicates a net fault and awards the ball to Team A. **RULING:** The referee's decision is correct. When a challenge is made regarding an in/out/touch or net fault decision, the second referee can ultimately rule on video evidence of in, out, touch or net fault.

SITUATION 4: During a play at the net, a Team A player is whistled for a net fault. The Team A coach challenges that none of the Team A players were in the net. Video review shows that no Team A player contacted the net, but a Team B player did. The second referee indicates a net fault on Team B and indicates that Team A wins the point. **RULING:** The referee's decision is correct. The challenge was whether there was a net fault. The referees should rule on the first net fault seen in the reviewed play.

SITUATION 5: During a play at the net, Team A player No. 5 (outside blocker) is whistled for a net fault. The Team A coach challenges, saying No. 5 was not in the net. Video review shows that No. 5 was NOT in the net, but Team A player No. 8 (middle blocker) did contact the net during the play. The second referee affirms the net fault on Team A and indicates that Team B wins the point. **RULING:** The referee's decision is correct. The challenge is whether or not there was a net fault. When challenging or reviewing a net fault decision, a coach or referee does not have to specify the player at fault.

SITUATION 6: After a Team A attack, the ball passes near two Team B blockers and a Team B back-row player before landing out of bounds. The R1 whistles, awards the rally to Team A, and signals touch. The Team B coach asks which player touched the ball, and the R1 indicates the back-row player. The Team B coach challenges the touch call. The video review shows that the back-row player did NOT touch the ball, but one of the Team B blockers did. The second referee affirms the touch call and indicates that Team A wins the point. **RULING:** The second referee's decision is correct. When a touch decision is challenged, the second referee's responsibility is to confirm whether or not a player on that team touched the ball. When video is reviewed to determine if there was a touch, the challenge is not limited to looking only at a certain player or position.

SITUATION 7: During a play at the net, a Team A player is whistled for a net fault. The Team A coach challenges, stating that a net fault by the opponent was missed on that play. The video review shows that no Team A player was in the net, but a Team B player did commit a net fault. The second referee indicates a net fault on Team B and indicates that Team A wins the point. **RULING:** The second referee's decision is correct as long as the Team B net fault was the first net fault in the reviewed play.

SITUATION 8: Team A attacks the ball into the tape and/or block and the ball returns to Team A's side. The first referee whistles and indicates four hits on Team A. Team A's coach challenges, saying that Team B's block touched the attack. Video review shows there was a touch by a Team B blocker. The second referee signals replay. **RULING:** The referee's decision is correct. Play would have continued if the whistle had not sounded, so a replay is directed.

SITUATION 9: Team A attacks the ball into the tape and/or block and the ball returns to Team A's side. The referees allow play to continue for several volleys, ending with the ball landing on Team B's court. The Team B coach challenges, saying Team B's block did NOT touch the attacked ball, and Team A should have been called for four hits. The video review shows there was not a touch by the Team B block. The second referee indicates that Team B wins the point. **RULING:** The second referee's decision was correct. The rally should have ended after Team A's fourth contact.

SITUATION 10: Team A challenges a touch call and the challenged decision is overturned. The Team B coach asks to challenge a pancake attempt by Team A that occurred earlier in the rally. The second referee accepts the Team B challenge. **RULING:** The second referee is correct. If a challenge is successful and the original call is reversed, the team that loses the point due to the review is permitted to challenge. That second challenge cannot be a request to review the original issue a second time, but must be for a different decision earlier in the rally.

SITUATION 11: Team A attacks a ball that lands out. The line judge signals touch by Team B. The Team B coach challenges the touch call. The video review shows that there was no touch by Team B, but shows a net fault on Team B on the attack that ended the point. The second referee reverses the original decision, ignoring the net contact, since the challenge was in the in/out/touch category. **RULING:** The second referee was incorrect. The second referee can call the first in/out/touch or net fault seen during the challengeable action. Team A should retain the original point based on the net fault.

SITUATION 12: Team A overpasses the ball on first contact, and the Team A back-row setter attempts to save the pass. However, the ball enters the plane and

is legally attacked by Team B and then contacts the Team A back-row setter. Play continues, and Team B loses the rally. The Team B coach wants to challenge that the Team A setter was an illegal (back-row) blocker, and the second referee accepts the challenge. The first referee sees the coach's challenge attempt and indicates that the ball was below the top of the net on contact. **RULING:** The second referee is incorrect in accepting the challenge. A quick conversation with the first referee to determine the reason for the no-call may be necessary if the second referee did not see the first referee's earlier indication. For the challenge to be accepted, the referees must agree that the Team A setter was reaching higher than the top of the net and was near enough to the net to be considered a blocker, but they did not see the setter touch the attacked ball. Whether or not the setter touched the ball is the only part of the play that is challengeable.

SITUATION 13: Team A overpasses the ball on first contact, and their back-row setter attempts to save the pass. However, the ball enters the plane and is legally attacked by Team B. The Team A coach wants to challenge that the Team B setter was an illegal back-row blocker. The second referee quickly crosses the court and has a conversation with the first referee to determine the reason for the no-call. The first referee states that the Team A setter did not touch the ball after the Team B attack. The second referee accepts the challenge. **RULING:** The second referee is correct in accepting the challenge. In the conversation with the first referee, if it was determined that the Team B setter was reaching higher than the top of the net, and was near enough to the net to be considered a blocker, then whether or not the Team B setter touched the ball is challengeable.

SITUATION 14: The Team A back-row setter is jumping to try and save an overpassed ball just as the Team B middle blocker is attacking the overpass. The second referee whistles a net fault on the Team B middle blocker. The Team B coach wants to challenge that the Team A back-row setter illegally contacted the ball (illegal back-row blocker) before the middle blocker touched the net. The second referee denies the challenge because the result of the play would be an illegal back-row attack. **RULING:** The second referee is incorrect. As long as the Team A setter met all the requirements for a potential illegal back-row attack the second referee can review the video to see which fault occurred first.

SITUATION 15: The Team R coach wants to challenge that the Team S libero was in the front zone while using an overhand finger pass to set the front row attacker. The second referee refuses to accept the challenge because the first referee indicated the ball was below the height of the net when contacted by the attacker. **RULING:** The referees are correct. Teams cannot challenge the height or location of the ball.

SITUATION 16: Team R has not used any challenges going into the fifth set. The second referee notifies Team R that they have three challenges to use in the fifth set. **RULING:** The second referee is incorrect. Each team gets an additional challenge in the fifth set not to exceed two total challenges.

Official's Mechanics

SUMMARY OF CHANGES AND POINTS OF EMPHASIS IN OFFICIATING TECHNIQUES AND MECHANICS

[Note: Comprehensive information on officiating techniques and mechanics for referees, scorers and line judges, as well as case studies, rule interpretations and officiating opportunities can be found on the NCAA Central Hub and in the PAVO Volleyball Officiating Manual: www.PAVO.org.]

1. Officials' Arrival Time. The referees should arrive at least one hour prior to the scheduled match time (some conference assignors may require the referees to arrive earlier than one hour). Referees shall be courtside at least 40 minutes before match time (or earlier if required by the conference), which is when their jurisdiction begins. Line judges and scorers should be courtside at least 30 minutes prior to match time.
2. Indicating Net Fault for Player Number "0." When a player wearing "0" commits a net fault, the referees will form an open "0" with the appropriate hand.
3. Ending Timeouts Early. The horn indicates the end of all timeouts. Except for televised matches, if both teams are ready before the timer reaches "0:00," the timeout will end with a horn. The second referee controls all timeouts and must be sure that both teams are ready to return to play before instructing the scoreboard operator to sound the horn. If the facility does not have a horn, a whistle will end timeouts.
4. Officials' Exit Plan. The officials should discuss their exit plan during the prematch briefing. This plan should be communicated to the event manager. If there is an intermission between sets 2 and 3, the officials will use the same exit plan unless the intermission meeting is in a different location than the locker room. The first referee does not walk across the court with the line judges at the start of the intermission.
5. Intermission Warning. If an intermission is used between sets 2 and 3, the scoreboard operator will sound the horn at the 3-minute mark (or when the court is to be cleared per Rule 8.4.2.4). If there is no horn, a whistle is not used as an alternative.
6. Deciding Set Court Switch (Televised Match). During a televised deciding set, if a timeout has not been called by either team, the referees will administer the court switch at 8 points and then sound the horn for the media timeout. During the media timeout, both teams will be on the side of the net that they will use for the remainder of the set.
7. Participant Behavior. The NCAA Women's Volleyball Rules Committee voiced a concern about bench behavior. The referees need to give more attention to inappropriate behavior by assessing individual warnings (yellow cards) in order to maintain bench and player decorum.

DUTIES OF THE SCORER

1. Carefully review the scoring procedures and responsibilities described in Rule 19.4 and the Instructions for Using the NCAA Women's Volleyball Scoresheet which can be found at ncaa.org/playingrules and in the PAVO Officials' Manual.
2. Both the scorer and assistant scorer (libero tracker) arrive at least 30 minutes before match time. Both the scorer and assistant scorer should wear a polo shirt with the current trademarked "Volleyball Certified Official" logo. The official polo is available in three colors, and both the scorer and assistant scorer must either match the color worn by the referees or wear the white polo. If necessary, a plain white polo can be worn in place of the trademarked shirt. PAVO certified scorers should wear the certification patch on the right chest area unless the conference or school assignor requests otherwise. Navy slacks, white socks, and white athletic shoes complete the uniform.
3. Before the beginning of a match, secure the names of the referees and line judges, and record the prematch information on the scoresheets.
4. The lineup sheets for the first set will be submitted at approximately the three-minute mark on the clock timing the warmups. The scorer and assistant scorer should record the lineups at that time, check them for accuracy, and allow the second referee to recheck the entry on the scoresheet. Lineups can be changed until the clock is at the one-minute mark.
5. Before each set, review the lineups submitted to ensure that a captain is indicated, no duplicate or illegal numbers are entered, and the number(s) of one or two libero(s) is noted. If no libero is indicated, notify the second referee so the coach can verify that no libero will be used in the current set.
6. Lineups are kept confidential by the scorers and referees, and should not be released to the announcer or official statisticians until the one-minute mark on the countdown clock. The recommended procedure is for the scorer to write the team names on the back of the respective lineup sheets so that they can be face down on the table during the interval between sets. The lineup from the previous set should be crossed out before the next set's lineup is submitted.
7. Before the first serve of each set, the scorer and assistant scorer will verify that the serving order recorded on the scoresheet corresponds to the player positions on the court.
8. Record the events of the match as it progresses. Be attentive to each serve contacted to ensure that the correct player is serving.
9. When a libero serves, communicate to the assistant scorer so all notations are made correctly. Continuously communicate with the assistant scorer regarding substitutions, libero replacements and libero exchanges. Coordinate with the scoreboard operator to ensure that the visible score is correct throughout the match.
10. During timeouts, indicate to the referees the number of timeouts that have been charged to each team.
11. Notify the second referee when a team has used its 12th, 13th, 14th and 15th team substitution.

12. Notify the second referee when a team's score reaches 24 in a non-deciding set and 14 in a deciding set.
13. Notify the second referee when the first team scores eight points in the deciding set.
14. Sign the scoresheet at the conclusion of each set.
15. Record the appropriate information regarding accepted challenges.

DUTIES OF THE ASSISTANT SCORER

1. Carefully review the scoring procedures and responsibilities described in Rule 19.4 and the Instructions for Using the NCAA Women's Volleyball Scoresheet which can be found at ncaa.org/playingrules.
2. Arrive at least 30 minutes before match time in proper attire. Both the scorer and assistant scorer should wear a polo shirt with the current trademarked "Volleyball Certified Official" logo. The official polo is available in three colors, and both the scorer and assistant scorer must either match the color worn by the referees or wear the white polo. If necessary, a plain white polo can be worn in place of the trademarked shirt. PAVO certified scorers should wear the certification patch on the right chest area unless the conference or school assignor requests otherwise. Navy slacks, white socks, and white athletic shoes complete the uniform.
3. After the scorer receives the lineup sheets, record the numbers of the starting players and the libero(s) number(s) on the libero tracking sheet.
4. Before the first serve of the set, help verify that the serving order recorded on the scoresheet corresponds to the player positions on the court.
5. Record all libero replacements accurately so the libero tracking sheet reflects the players on the court at all times. When a libero serves, communicate with the scorer so all notations are made correctly. Continuously communicate with the scorer regarding substitutions and libero replacements.
6. Using the tally marks made in the Service column when each player contacts the first serve in each term of service, ensure that the libero only replaces back-row players.
7. When a libero is replaced, visually check that a completed rally occurs before a libero replaces another player. An exception is allowed if the libero serves the next rally, or if a libero is replacing an injured player. (See Rule 12.)
8. Ensure that the same players who were on the floor before a timeout return to the court after the timeout ends. Substitutions, libero replacements and libero exchanges can then occur.
9. If an incorrect libero replacement occurs, notify the second referee unless the team immediately fixes the illegality with no delay.
10. Record the appropriate information regarding accepted challenges.

DUTIES OF LINE JUDGES

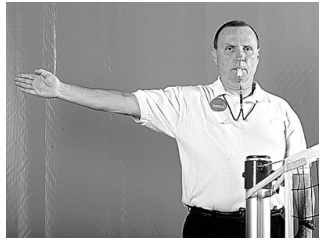
1. Carefully review the line judge techniques and responsibilities as described in Rule 19.5 and review the PAVO Line Judge Training Manual and Video.
2. Arrive courtside at least 30 minutes before match time. Some conferences require arrival at the site up to 60 minutes prior to match time.
3. Line judges should wear an approved polo shirt with the current trademarked "Volleyball Certified Official" logo. The official polo is available in three colors; line judges should either wear white (as the default), or they should wear the same color as the referees, so check with the referees on your crew or the entity that assigned you for guidelines on what color to wear. PAVO certified line judges should wear the certification patch on the right chest area unless the conference or school assignor requests otherwise. Navy slacks with a black or dark navy blue belt, white crew socks, and white athletic shoes complete the uniform.
4. Receive instructions from the first referee before the match.
5. Go to the designated area (scorer's table or officials' dressing area) before the match and between sets. The line judges should not sit in the stands or in the team areas.
6. Use a flag to execute signals, if one is available.
7. Be attentive and maintain good body position. A line judge's base position is at the intersection of an end line and a sideline. Move from that position as needed to avoid interference with play, to better observe a ball crossing the net near an antenna or to prevent being blocked from seeing the ball land near a boundary line.
8. Use the signals described in the PAVO Line Judge Training Manual and the Official's Mechanics section of this publication, specifically Signals 4, 6, 8, 9 and 13b. Make all signals quickly and decisively. In addition, clarify the team at fault when necessary by extending your right arm parallel to the end line when the nearest team is at fault and extending your left arm parallel to the sideline when the team in the opposite court is at fault.
9. When a server moves within 4 to 5 feet of the left sideline in preparation to serve (near the line judge's position), move 3 to 4 feet from the court along the imaginary extension of the end line. As soon as the serve is contacted, quickly move back to the base position.
10. During timeouts, stand on the sideline near the first referee at the intersection of the attack line and the sideline.
11. The line judge is not responsible for retrieving the ball during play.

MECHANICS OF OFFICIATING VOLLEYBALL

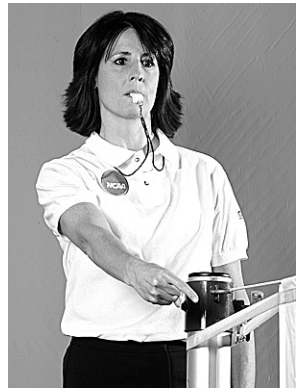
Official Hand Signals

The hand signals are intended to clearly communicate faults and results. Signals made with one hand should be made with the hand on the side of the team that commits the fault or makes the request. Signals should be demonstrative and clearly visible. When there is a net fault, or any other time the player at fault is to be indicated, the player's number should be signaled as described in Signal 19a.

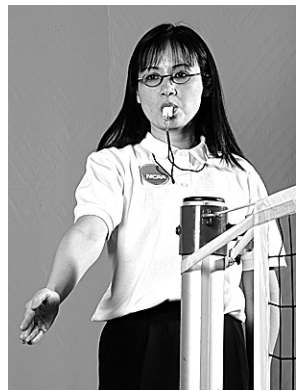
1. **Point (Winner of rally).** Extend the arm in the direction of the team that will serve next (palm perpendicular to the floor).



2. **Ball crossing plane under net.** Point to center line with index finger.



3. **Ball in bounds [Referees].** Point to attack area of court with open hand (palm facing net.)



4. **Ball in bounds [Line Judge].** Point with the flag down (with no flag, point to center of court with both arms extended, using open hands).



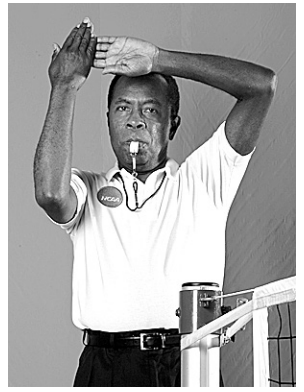
5. **Ball out of bounds, ball illegally outside antenna or player illegally in adjacent court [Referees and Line Judges without flags].** Raise forearms vertically, elbows at 90 degrees, palms facing shoulders. Use for: (a) touch off block that returns to attacker's side and lands out; (b) ball going into net and landing out of bounds on attacker's side; (c) all contacts landing out on the opponent's side of the center line extended, hitting an obstruction or entering non-playable area; (d) simultaneous contact by opponents landing out (indicate player at fault).



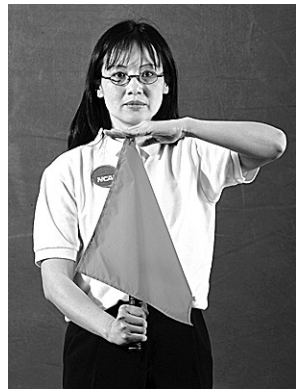
6. **Ball out of bounds [Line Judge].** Raise the flag (with no flag, same as signal No. 5).



7. **Ball out of bounds after contact with a player [Referees and Line Judges without flags].** Use for: (a) first, second or third team contact that lands out of bounds before crossing the center line extended; (b) balls that contact the block before landing out of bounds on the blocker's side. Raise forearm on side that last contacted the ball, with elbow at 90 degrees, palm facing shoulder. Brush fingers of opposite hand once over palm of vertical hand.



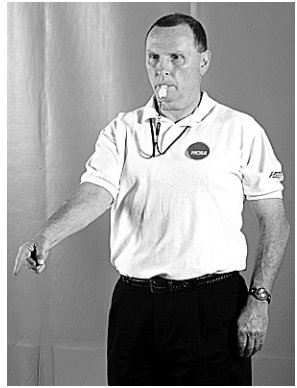
8. **Ball out of bounds after contact with a player [Line Judge].** Raise the flag to shoulder height in front of body and place the open palm of the other hand on tip of flag (no flag—same as signal No. 7).



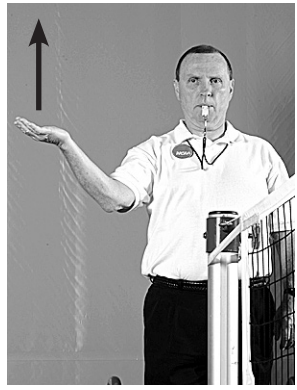
- 9a. **Antenna fault [Line Judge].** Wave the flag (or arms) side to side and point with finger toward the antenna; signal out of bounds, if necessary.
- 9b. **Line fault [Line Judge].** Wave the flag (or arm) side to side and point with finger to the fault area.



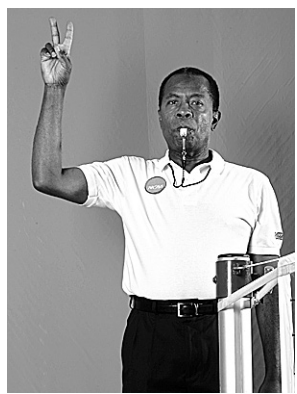
10. **Line fault, interference, center line fault, or ball crossing plane under net [Referees].** Point to line with index finger.



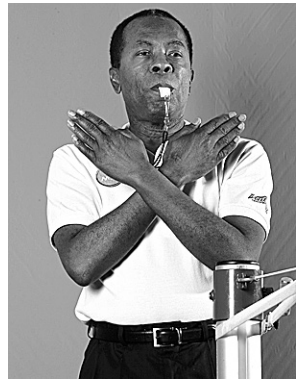
11. **Caught or thrown ball, ball held against net, or an assisted hit.** With elbow bent and palm facing upward, lift forearm and hand to approximately eye level.



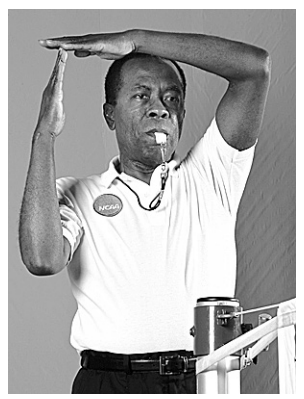
12. **Ball illegally contacted more than once by a player.** Raise forearm vertically with two fingers extended.



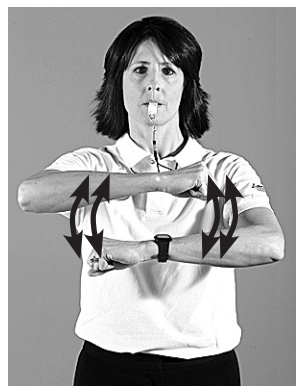
- 13a. **End of set or match.** Cross the forearms in front of the chest (open hands facing the body).
- 13b. **Blocked from seeing the ball land [Line Judge].** Cross the forearms in front of the chest (open hands facing the body or holding flag with one hand, if used).



14. **Timeout.** Raise forearm on the side making the request, with elbow at 90 degrees and hand perpendicular to shoulder. Place opposite palm on top of vertical hand, forming a "T." Then, extend an open hand on the side making the request to indicate which team called the timeout, or open hands pointing to the attack area of each court for officials' or media timeout.



15. **Substitution.** Make a circular motion of the hands and forearms around each other with closed hands at shoulder height. (Two rotations are sufficient).



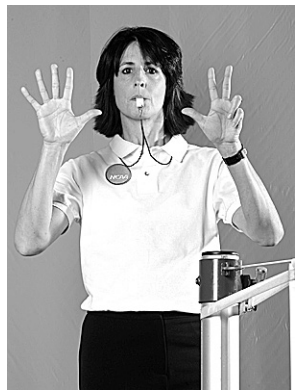
16. **Authorization for service.** Extend arm toward serving team with palm forward. Blow whistle for service and move hand and arm in a sweeping motion to the opposite shoulder.



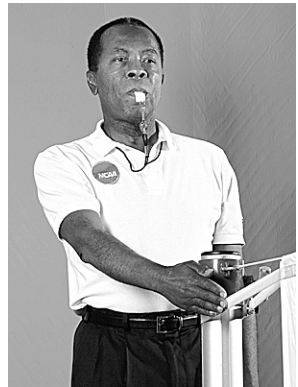
17. **Illegal service or ball not released at time of service.** Lift the extended arm (palm up) from the level of the leg to the level of the chest.



18. **Delay of service.** Raise forearms vertically toward the side at fault with eight digits extended (five on one hand; thumb, index and middle finger on the other hand).



- 19a. **Player commits net fault or interferes with ball in net on opponent's side.** Touch the net with the hand on the side at fault. Indicate the player at fault by number. No. 0: Use all fingers on the hand on the side at fault to form an open "0." Nos. 1-9: Show appropriate fingers using the hand on the side at fault for 1-5. No. 10: Show closed fist of the hand on the side at fault. Nos. 11-19: Combine above signals. Nos. 20 and above: Show first digit with right or both hands, then second digit with left or both hands.
- 19b. **Served ball does not cross plane of net, touches teammate or fails to reach net.** As described in 19a—no player is indicated.



20. **Double fault, or replay.** Raise the thumbs from both fists, forearms bent, hands held close together.



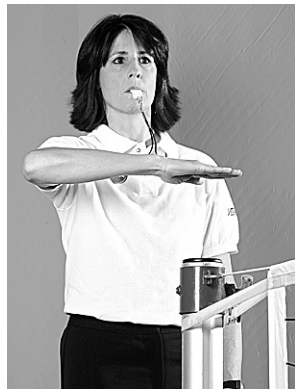
21. **Illegal block or screen.** Raise both hands to head height (palms facing away from body). Indicate player(s) committing the fault.



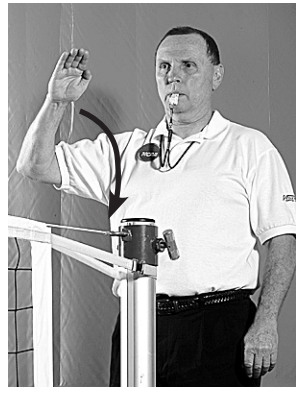
22. **Position fault, wrong server, wrong position entry or illegal player on court.** Make a circular motion with one hand, using the index finger. Then indicate the player(s) committing the fault with open hand.



23. **Illegally reaching beyond the net to attack or block or contact with opponent over the top of the net.** Place the forearm, palm down, over the top of the net. Indicate the player committing the fault, if necessary.



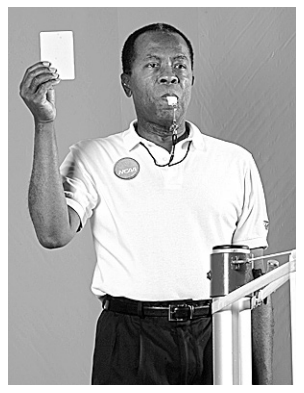
24. **Illegal attack or illegal attack of the serve.** Make a forward and downward motion with one arm from the shoulder with the forearm and hand. (Two motions are sufficient.) Indicate the player committing the fault, if necessary.



25. **Ball contacted more than three times by a team.** Raise forearm vertically with four fingers extended.



26. **Individual sanctions [First Referee]: (Y) Warning—Show a yellow card. (R) Penalty—Show red card. (D) Disqualification—Show red and yellow cards in separate hands.**



27. **Team sanctions [First Referee]:**
(IR) Improper request—Without card, hold palm of one hand against the opposite wrist. (Y) Delay warning—Show yellow card held against opposite wrist. (R) Delay penalty—Show red card against opposite wrist.



28. **Change of courts.** Raise the forearms front and back around the body at waist level with closed hands.



29. **Authorization to enter.** Using the arm on the side that requested the substitution, make a sweeping motion at waist height with an open hand, palm toward the court.



30. **Challenge accepted.** Using the arm on the side that requested the challenge, raise the arm with closed hand vertically toward the ceiling.



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