



VOLLEYBALL

2008 WOMEN'S RULES AND INTERPRETATIONS



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2008 NCAA WOMEN'S VOLLEYBALL RULES AND INTERPRETATIONS

NATIONAL COLLEGIATE ATHLETIC ASSOCIATION



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Major Rules Changes for 2008

*The figure below at the left refers to rule, section and article, respectively.
The changed segment is identified in the rules by a shaded background.*

Rule	Change	
	Terminology change — “game” to “set”	
1.1	Playing area visibility required	13
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Points of Emphasis

1. **Playing Area:** Rule 1.1 requires that all portions of the playable area must be visible to all match participants (team members and officials). Areas between bleacher sections or in certain walkways may not be visible to opponents or officials, and will therefore not be considered part of the playable area.
2. **Coach Position During Play:** Rule 5.2.4.1 describes a newly defined area where coaches must stay during play, which will be clearer and more standardized. That area is at least 1.75 meters from the court and completely out of the substitution zone. An imaginary line perpendicular to the outside edge of the extended attack line indicates this distance. During play, coaches who are too near the court may create a potential safety hazard and interfere with the officials' duties. Failure to comply with this rule will result in a team delay sanction. NOTE: When the ball is out of play, coaches may still approach the court to the sideline (outside the substitution zone) to instruct their players.
3. **Communication with Officials:** The result of multiple coaches addressing the referees at one time will be an individual sanction. At the referee's discretion, the sanction may be given to the head coach or the second coach to approach. Depending on the situation presented, the head coach may be the appropriate team member to sanction, because he or she is responsible for the conduct of other coaches. However, the referee may determine that it is more appropriate to sanction the second coach to address the official(s), who has failed to comply with the rule.
4. **Terminology:** The term "game" has been changed to "set."
5. **Points Required to Win a Set:** The number of points required to win sets one through four is now 25. Note: The number of points required to win the fifth set remains at 15.
6. **Substitutions:** The maximum number of substitutions for each team is 12 per set. Referees should offer a courtesy reminder to the bench personnel when teams have used the 9th, 10th, 11th, and 12th team substitutions.
7. **Requests for Interruptions:** Rule 5.2.4.4 requires a coach to be near the substitution zone when an interruption (substitution, timeout or lineup

- check) is requested. If a coach requests an interruption from an area away from the substitution zone, an improper request results, and the request is denied.
8. Logos and Insignia: Rule 7.1.3.2 indicates that the requirement for uniforms to be identical includes the use of insignia and patches. The definition has been broadened to include any special patch (commemorative, scholarship, etc.).
 9. Media Timeouts: Rule 11.1.3.1 explains the criteria for media timeouts. Additional language now indicates that media timeouts are allowed at the host institution's discretion for matches broadcast over any media with paid advertising. Media timeouts are still taken when one team has scored 15 points for sets one through four, and when one team has scored eight points in set five, if a team timeout has not yet been granted.
 10. Fan Behavior: Referee training for 2008 will include a review of the fan behavior and crowd control rules (Rule 18.2.5), and referees will be reminded to establish a cooperative relationship with event management in that effort. Inappropriate behaviors will be reviewed during referee training to prevent both over-sensitivity and laxness. Crowd control is primarily an event management responsibility. Referees will report inappropriate fan behavior to event management with the expectation that the problem will be resolved and only become more involved if event management does not respond appropriately.
 11. Substitutes in the Warm-up Area: The rules regarding the legal location of substitutes are clear. Substitutes in the warm-up area must be at least 2 meters from the extended sideline, which reduces the chances of them interfering with play or with the opponent's or referees' view of the actual players on the court (including the server). Referees will be instructed to identify a visible mark that can be used to provide the imaginary limit to the warm-up area in the pre-match period and communicate that to the teams. Continued failure to comply will result in team delay sanctions.
 12. Net Faults: The net fault rule has been modified in recent years to provide some leniency regarding net contact. Contacting the net while playing the ball is still a fault. Attackers or blockers are considered to be playing the ball from the time they initiate their jumping action until they return to the floor. Moving sideways into position to block or

turning away after completing the blocking or attacking motion is not considered playing the ball.

If a player who is not playing the ball contacts the net, referees must judge whether or not the contact interfered with play. If no interference occurred, the contact is not a fault. To determine interference, referees use criteria such as whether the contact was distracting to the next player(s) involved in the play or whether the contact affected the integrity of the net so significantly that it impacted the result of the play.

13. Pursuit Under the Net: In women's collegiate play, it is not legal to take a path under the net or net cable when pursuing a ball to the opponent's free zone (see Rule 15.1.1). However, a fault is not committed unless the ball is contacted. Team representatives will be reminded of this rule in the prematch meeting.
14. Scorekeeper and Line Judge Training: It is very important that these vital support officials are trained and given the opportunity to practice their skills before the season. The Professional Association of Volleyball Officials (PAVO) offers scorekeeper and line judge training videos, manuals and examinations that can be purchased at 888/791-2074 or www.PAVO.org. Training can result in PAVO certification, and the criteria for becoming a certified scorekeeper or line judge can be found on the PAVO Web site.
15. Facilities and Event Management: The Event Management section of the rule book (see page 95) has been clarified to define the best possible practices regarding facility setup and playable area.
16. Publication Schedule: The NCAA has recently made a change to provide for a two-year rules cycle for all NCAA sports. Rule changes will only be enacted and rule books published every other year. For volleyball, the first two-year rule book will be published in 2010.

Ball Handling Directive

Based on extensive discussion at the 2008 annual meeting, the NCAA Women's Volleyball Rules Committee has developed a new directive regarding ball-handling judgment, primarily regarding second-team contacts. This is not a rule change, but a new approach to ball-handling judgments that is intended to increase intensity and focus for the players and coaches and improve fan understanding and involvement.

Current Culture of Women's Collegiate Volleyball

- Recent rule changes emphasize continuation of play and fewer stoppages (for example, rules for the libero, rally scoring, and continuation of play after some net contacts).
- Collegiate women players demonstrate more athleticism than ever before, and that athleticism should be highlighted.
- Players have better skills due to increased quantity of play through the year, training started at an early age and better coaching.
- There is a demand by all match participants for consistency in ball-handling judgment.
- Volleyball is enjoying an increased fan base and significant growth.

The committee recognizes that ball-handling judgment is, at times, inconsistent both within a match and from contest to contest. Not only are those inconsistencies frustrating for players and coaches, whistles for subtle infractions discernable only by the referees are confusing to fans. With increased television exposure, it is important to develop ball-handling guidelines that are understandable by typical sports fans, not just the volleyball community. The basic tenet is that the excitement of the sport of volleyball can be increased with fewer whistles for minor ball-handling infractions and increased leniency on particularly athletic plays that may not result in a perfectly executed set by traditional standards, but provides a continuation of play.

Directives

The points below have been emphasized in ball handling judgment discussions for several years, and are still vitally important when considering faults:

- Referees should only call faults that are actually seen.
- Only the contact point should be considered when judging legality.
- Outside influences such as player technique, spin, crowd reaction or coaches' expectations should not be regarded.

The following points are new emphases by the rules committee, and should decrease the number of whistles that stop play:

- Only the most obvious violations should be called.
- Referees should be less severe when judging an athletic play by a player in less than ideal position. In other words, there should be increased leniency when a player's best effort to continue play is made with unorthodox technique. However, clumsiness or lack of skill must not be confused with athleticism. A player who has the opportunity to set the ball from good position will be expected to execute without multiple contacts.
- Referees should avoid being overly mechanical or technical in their judgments and work within the current culture of the sport and the spirit of the competition.

Principles

There are two basic tenets associated with this directive that the committee feels will improve the public's overall image of our game without damaging the integrity of the sport:

- Less severe ball-handling judgment will result in more consistency within a match and from event to event.
- Coaches will continue to teach good technique and to play the best players because the best result is derived from well-executed skills.

Preface

For ease of reference, rules are divided into sections and articles. 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, and 9.1.1.2

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

Those desiring interpretations of rules or play situations or who have suggestions regarding rules may contact the secretary-rules editor:

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Note: Officials may find updates and interpretations on the Internet at www.ncaa.org/champadmin/volleyball/index/ and www.pavo.org

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 no more than approximately 1.25 centimeters ($\frac{1}{2}$ inch) lower than the primary surface.

1.1.1.1 The recommended free zone area is 3.1 meters (10 feet) outside the sidelines and 4.6 meters (15 feet) beyond the end lines.

1.1.1.2 Media equipment and personnel are restricted from the areas in front of the team benches, scorekeeper's table, and warm-up area and from the playable surface between the attack lines extended on the bench side of the court. In other areas, media equipment and personnel on the playable 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.

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 Non-Playing Areas

Non-playing 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 scorekeeper's table and team benches; and
- 1.1.3.4 Any other area outlined in the pre-match 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.

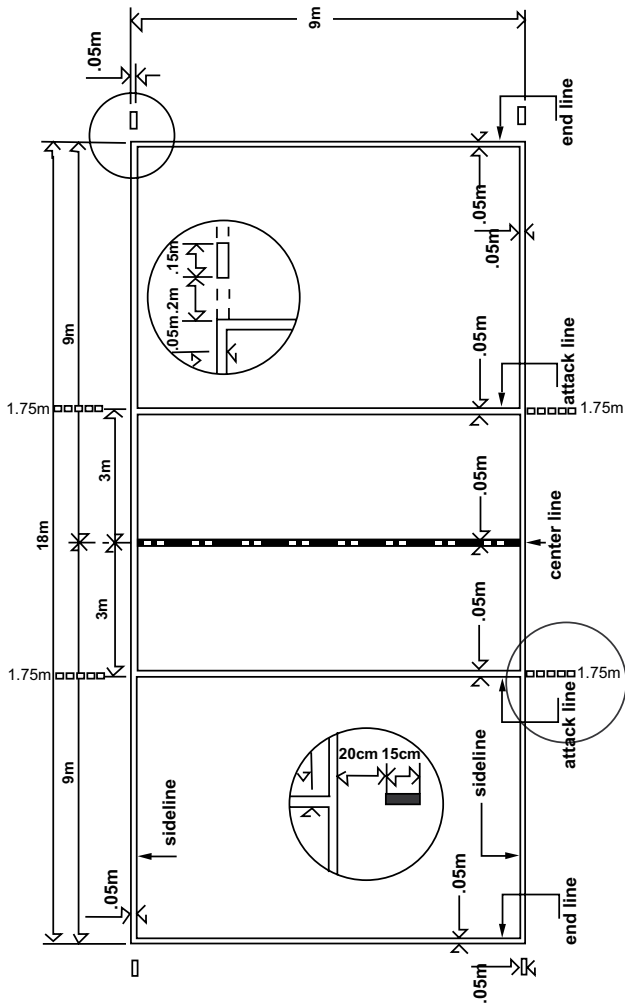


Figure 1 - THE COURT

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 (70 inches).

1.3 Zones and Areas Within the Playing Area

1.3.1 Service Zone

The service zone is a 9-meter (29 feet, 6 inches) 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 imaginary extension of both attack lines, the sideline and the scorekeeper's table.

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 Warm-Up Area

The warm-up area begins at the end of the team bench or at the end line (whichever is nearer the scorekeeper's table), and is located at least 2 meters from the court and service zone. (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 warm-up area. Team benches or chairs are to be placed outside the free zone on the right and left of the scorekeeper'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 pre-match 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 lighted. For information on recommended specifications for lighting, as published by the Illuminating Engineering Society of North America, contact the NCAA Volleyball Rules liaison.

1.4.5.2 Strobe lights are allowed. 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 scorekeeper'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 Platform

A referee's platform is required. (See Rule 18.2.1.) The platform must be on a support 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 platform 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 (32 feet) 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 3¹/₈ 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 (3³/₈ 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 no 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 inches) 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, 4¹/₈ 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 ($\frac{3}{4}$ inch).

2.2 Related Equipment

2.2.1 Net Antennas

The net antennas are flexible rods, 1.8 meters (6 feet) in length and 10 millimeters ($\frac{3}{8}$ 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 each other.

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 (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 1.58 meters (5 feet, 6 inches) with at least 1.25-centimeters ($\frac{1}{2}$ 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's platform 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's 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) or more than 67 centimeters (26.4 inches) in circumference, and shall weigh not less than 260 grams or more than 280 grams (9 to 10 oz.).

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

ARTICLE 3. The pressure of the ball must be between 0.3 and 0.325 kg/sq. centimeters (4.3 to 4.6 lbs./sq. in.).

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 15.1.1.1.)

4.1.2 Non-Playing Areas

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

4.1.3 Adjacent Courts

When competition (including warm-ups 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

4.2.1.1 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.

- 4.2.1.2 Walls, benches, bleachers or other floor obstacles that are less than 2 meters (6 feet, 6 inches) from the court boundaries require establishment of a ground rule. The rally is replayed if, in the judgment of the first referee, the ball would have remained in play if the obstacle had not been present.

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) actually making an attempt 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 non-playing 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;

4.2.3.2.4 When Rule 15.1.1.1 is in effect, a ball that can no longer be legally pursued into or retrieved from the opponent's free zone contacts the obstruction above the opponent's playing area; and

4.2.3.2.5 When Rule 15.1.1.1 is not in effect, the ball contacts the 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 Non-Player Interference

When an official (line judge or referee), media equipment or personnel, ball retriever, speed wiper, or spectator interferes with a legitimate effort to play the ball in the playing area, the rally is replayed. If substitutes 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.

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 11.2.2.1.)

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 warm-up area (except for medical necessity).

5.2.2.1 In the warm-up 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 from the warm-up 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 18.3.)

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 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)

5.2.4 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 may not enter the substitution zone. Outside the substitution zone, coaches must remain farther from the court than an imaginary line that is 1.75 meters from and parallel to the sideline, or in their team warm-up area, and may not delay or disrupt the match. Failure to comply results in a team 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 non-disruptive manner, provided they are in the bench or warm-up area and do not enter the court, service zone, or substitution zone.

5.2.4.3 When the ball is out of play, only one coach at a time from each team may address the referees for the purposes of quickly clarifying a non-judgmental ruling, confirming the number of timeouts or substitutions his or her team has used, requesting a substitution, lineup check,

timeout, or lodging a protest. (See Rule 17) 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 near the substitution zone 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, teammates 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 four 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 to each team member.

6.1.2.1 **Warning**—For minor unsporting offenses such as inappropriately addressing opponents, spectators or officials, shouting or disrupting the conduct of the set, a warning (individual yellow card) is issued 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 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 expulsion.

6.1.2.3 **Expulsion**—Extremely offensive conduct (such as obscene or insulting words or gestures) or repeated rude conduct toward officials,

opponents, other team members or spectators results in expulsion (red and yellow cards held together) of a team member from the set in which the offense occurred, and is recorded on the scoresheet. Additionally, an expulsion automatically results in a loss of rally by the offending team and a point for the opponent.

6.1.2.3.1 Expelled players or substitutes must remain on their team bench for the remainder of the current set. They may participate in team timeouts. Expelled coaches or support staff must leave the playing and spectator areas for the remainder of the current set. The expelled team member is subject to further individual sanctions for continued misconduct.

6.1.2.3.2 A second expulsion assessed to the same team member during a match must result in the disqualification of that team member for the remainder of the current match and that team's entire next match (red and yellow cards held apart).

6.1.2.4 **Disqualification**—Any simulated, attempted or actual physical aggression toward officials, opponents, other team members or spectators, or a second expulsion of one team member 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.

6.1.2.4.1 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.

6.1.2.4.2 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.

6.1.2.4.3 In the subsequent match, disqualified players are restricted from any participation, including the timed warm-up activities.

6.1.2.4.4 In the subsequent match, disqualified coaches are restricted from any participation after the referees arrive at the court and take control of the match.

Note: An expelled or disqualified player must be replaced by means of legal substitution. If a legal substitution is not possible, the team is declared incomplete. (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 non-playing team member is guilty of misconduct but cannot be identified by the referees, the sanction is imposed against 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

Electronic audio or video devices that transmit information 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 postmatch analysis. Video may be viewed between sets outside the bench area, playing area and spectator areas.
- 6.1.5.2 Computers may be used in the bench areas during the match for statistical purposes.

6.2 Improper Requests

6.2.1 Definitions

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 a 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, substitution or lineup check by a coach not positioned near the substitution zone;
- 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; or
- 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 or expelled 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 team 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 are sanctioned with a team delay.

- 6.2.3.2 An improper request for substitution is denied and a new substitution request may not be made by that team until the next interval when the ball is out of play or until a timeout is granted.
- 6.2.3.3 An improper request for substitution or timeout is sanctioned with a team delay if the request is acknowledged (whistled) by a referee. If play begins with a player illegally on the court, no improper request or team delay 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's mind change, the request is honored and no improper request is assessed

6.3 Team Delays

6.3.1 Definition

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

6.3.2 Examples

The following are team 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 by the end of the final pre-match timed warm-up 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 end line when directed to do so at the start of the first set and to the court at the start of subsequent sets;
- 6.3.2.6 Delay in returning to play after a timeout, or delay caused by clean up 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 player on the court wearing jewelry or illegal equipment, including during the warm-up period;
- 6.3.2.10 An incorrect player attempting to replace the libero. (See Rule 12.2.1.2); or
- 6.3.2.11 Improper libero replacements. (See Rule 12.2.2.)

6.3.3 Team Delay Procedures

- 6.3.3.1 If a team delay sanction is assessed as a result of a substitution delay (Rule 6.3.2.4.), that substitution is denied and no further substitution request may be made by the team at fault until the next interval when the ball is out of play or until a timeout is granted.
- 6.3.3.2 A team delay is sanctioned with a warning (team yellow card) on the first occasion and a penalty (team red card—loss of rally) on any subsequent occasion during the same set, regardless of the reason.

6.4 Assessment of Sanctions

6.4.1 Referee's Authority

Any team or individual sanction may be assessed from the time the referees' 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 platform to acknowledge that the sanction has been assessed.
- 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 team delay sanctions by showing the appropriate sanction card and the captain approaches the first referee's

platform 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 If sanctions are assessed to team members or teams before the start of the match or between sets, the first referee shows the appropriate sanction card(s), and 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 lineups have been received and recorded.
- 6.4.3.4 When the teams are called onto the court for the next set, it is only necessary to show a red card and assess the loss of rally to begin the set. It is not necessary to show a yellow card warning at the beginning of the next set.

6.4.4 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.

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	Expulsion	Red & yellow in one hand	Loss of rally, plus players relegated to bench for the remainder of set; coach must leave playing, warm-up and spectator areas.
	Fourth	Same team member	Disqualification	Red & yellow held apart	Loss of rally, plus team member leaves playing, warm-up 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	Expulsion	Red & yellow in one hand	Loss of rally, plus players relegated to bench for the remainder of set; coach must leave playing, warm-up and spectator areas.
	Third	Same team member	Disqualification	Red & yellow held apart	Loss of rally, plus team member leaves playing, warm-up and spectator areas for remainder of current match and team's entire next match.

Table 1: INDIVIDUAL SANCTIONS

Behavior examples	Occurrence (in a set)	Offender	Sanction	Card(s) Shown	Consequence
Offensive conduct; Obscene or insulting words or gestures	First	Any team member	Expulsion	Red & yellow in one hand	Loss of rally, plus players relegated to bench for the remainder of set; coach must leave playing, warm-up and spectator areas.
	Second	Same team member	Disqualification	Red & yellow held apart	Loss of rally, plus team member leaves playing, warm-up and spectator areas for remainder of current match and team's entire next match.
Aggression	First	Any team member	Disqualification	Red & yellow held apart	Loss of rally, plus team member leaves playing, warm-up 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 shorts/briefs, pants or culottes (one- or two-piece). Gym shoes are required equipment.

7.1.1.1 With the exception of the libero, teammates must wear uniforms of the same color, style, cut and trim, including sleeve length. (**Exception:** Rule 12.1.3.) Manufacturers' logos and lettering on uniforms are not required to be identical. Shoes, socks and kneepads are not considered a part of the uniform and are not required to be identical.

7.1.1.2 Exposed undergarments such as tee 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 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 Beginning with the 2009 season, if numbers are worn on the shorts, the number on the shorts 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. Either the body of the number or the surrounding trim must be a color that is in sharp contrast to the jersey color. Beginning with the 2011 season, if trim is used, it must completely surround 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 no 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 Shirts may be numbered from 1 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 has been submitted for the first set, players may not change numbers for the remainder of the match (**Exceptions:** Rule 12.3.1.1.3 and Rule 11.2.7.3.)

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 (e.g. 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 (e.g., postmatch celebrations or pre- or postmatch media conferences) involving student-athletes.

7.1.3.2 Commemorative or any other special insignia and patches may be worn as long as all teammate's uniforms are identical (See Rule 12.1.3) and no safety hazard is created. The special insignia must not obstruct the players' numbers, and if a numeral is part of the special insignia, it must not exceed 2.54 centimeters (1 inch).

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. String bracelets, commemorative bracelets and body jewelry are considered jewelry and are not permitted. Taping over earrings or other 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 A headband, head sweatband or bandanna worn as a sweatband is permitted; however, hats and other bandannas 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.

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 (1/2 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, 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 warm-up period.

7.3.2 Procedures

If a substitution request is acknowledged (whistled), and the player is wearing an illegal uniform or jewelry or has illegal equipment, the substitution is denied and a team delay is assessed. If warm-up activities

or play must be interrupted because of a player wearing an illegal uniform, jewelry or equipment, that team is assessed a team delay sanction. The jewelry must be removed before the player can participate further. If, during the warm-up period, a player responds promptly to a referee's request to remove jewelry or illegal equipment, a team delay is not assessed.

RULE 8

Scoring and Duration of Matches

8.1 Playing Faults and Consequences

8.1.1 Definition

Any playing action contrary to the rules is a playing fault.

8.1.2 Scoring

8.1.2.1 The consequence of a fault is a loss of rally. The opponent of the team committing the fault wins the rally and scores a point.

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

8.1.3 Double 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.

8.1.4 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 8.4.2.3.

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 captains are released from the coin toss for the deciding set. The interval includes the time required to change team areas and submit lineups for the next set.

8.4.2.2 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. 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 sanctioned with a team delay. After an additional 30 seconds, if

the team has not reported to the court, a team delay penalty (team red card) is assessed. After each additional 30 seconds, if the team fails to report, another team 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 utilized after the next interval between sets has concluded.

8.4.2.3 If an intermission is used, it occurs between the second and third sets and is no longer than 10 minutes in duration.

8.4.2.3.1 The intermission includes at least three minutes of warm-up 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.

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

8.4.2.3.3 The visiting coach must be notified before the pre-match coin toss that the time between the second and third sets will be extended by a maximum of seven additional minutes for an intermission. If the visiting team is not notified before the coin toss, the intermission is not allowed.

8.4.2.3.4 The time of the intermission should be visible on the scoreboard.

8.4.2.3.5 In intervals between other sets, promotional activities are allowed only on the host team's court.

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 warm-up 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 pre-match 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 team delay. (See Rule 6.3.)

RULE 9

Protocols

9.1 Pre-Match Protocols

9.1.1 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 warm-up
	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
:01	6:59—7:00	:01—:00	Team huddle/ Announcements
	7:00	:00	Match begins with national anthem & 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.

9.1.1.2 No adjustments are made to the warm-up 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 pre-match 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.)

9.1.2 Pre-Match Warm-Up Activities

- 9.1.2.1 A team's pre-match warm-up 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 warm-up protocol.
- 9.1.2.2 When teams share the court during the pre-match warm-up period, team members may not intentionally enter or cause balls to enter the opponent's playing area.
- 9.1.2.3 During the pre-match warm-up, 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 pre-match warm-up, any non-playable area used for warm-up should be equitably available to both teams.

9.1.3 Pre-Match Coin Toss

Before the start of a match, the referees conduct a coin toss near the scorekeeper's table with a representative(s) of each team. The visiting team representative calls the toss. The winner of the toss chooses to either 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 warm-up area, except for medical necessity.

9.2.3 Warm-Up Area During the Match

- 9.2.3.1 If no warm-up area is available, substitutes must remain seated on the bench. (See Rule 1.3.4.)
- 9.2.3.2 Between sets, team members are allowed to use balls for warm-up 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 warm-up 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 8.4.2.3), 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, outside the net standard, 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, the playing captains immediately report for the deciding set coin toss; the other players are released to their respective benches.
 - 9.2.4.4.1 The first referee conducts (or requests the second referee to conduct) 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 or not. 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 scorekeeper 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 team delay sanction.

9.3 End of Match

After the whistle and signal indicating the end of a match, the players of each team line up on their respective end lines. When both teams are in position, the first referee whistles and the players move to the center of the court to shake hands with the opponents.

RULE 10

Team Lineup and Rotation Order

10.1 Team Lineup

10.1.1 Submission

- 10.1.1.1 Immediately upon completion of the final pre-match timed warm-up period on the court, and at least 30 seconds before the expiration of the interval between sets, a coach or playing captain for each team submits the team's starting lineup to the scorekeeper or the second referee.
- 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 scorekeeper, 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 one specialized defensive player called the "libero" on the lineup sheet for each set. (See Rule 12.) If a libero is not designated on the lineup sheet for a set, that team may not use a libero in that set. A player designated as the libero cannot play as a non-libero player in that set. (**Exception:** See Rule 11.2.6.1.2.3 and Rule 12.3.2.1.)
- 10.1.1.4 One of the players on the lineup sheet or the 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 has been submitted to the scorekeeper, players may not change numbers (**Exceptions:** Rule 11.2.7.3.2 and Rule 12.3.1.1.3.)
- 10.1.1.7 No changes may be made to the lineup once it has been submitted to the scorekeeper. Errors made by the scorekeeper 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 the libero) may be substituted before the start of play. A team delay 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 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 signed lineup is not submitted at the proper time, the team is sanctioned with a team delay. (See Rule 10.1.1.1.) After an additional 30 seconds, if the lineup has not been submitted, a team delay penalty (team red card) is assessed. After each additional 30 seconds, if the team lineup has not been submitted, another team 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 (center player) and 2 (right player). The other three are back-row players occupying position Nos. 5 (left player), 6 (center player) and 1 (right player).

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 center 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 center 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(s) 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

Set Interruptions

11.1 Timeout

11.1.1 Limitations

- 11.1.1.1 Each team is entitled to a maximum of two timeouts per set.
- 11.1.1.2 Consecutive timeouts may be requested by either team without a resumption of play between timeouts.

11.1.2 Length

A timeout lasts for a maximum of 60 seconds, or less if both teams are ready for play (*Exception:* See Rule 11.1.3.2.) Teams must return to the court and be prepared to play immediately when the referees indicate that the timeout has ended.

11.1.3 Media Timeouts

- 11.1.3.1 Media timeouts (not charged to either team) are permitted at the host institution's discretion for broadcast matches with paid advertising (e.g. television, radio, or Internet audio or visual). If a media timeout is taken, it occurs in each set when the first team has scored 15 points (eight points in the deciding set), unless a team-requested timeout is taken before that point.
- 11.1.3.2 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.
- 11.1.3.3 If one or more matches of a tournament are being broadcast over television or radio, the tournament administrator may opt for all matches to use media timeouts like the broadcast match.

11.1.4 Participants

- 11.1.4.1 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.

- 11.1.4.2 After a timeout, the six players who were on the court at the time the timeout was granted must return to the court. Substitutions and libero replacements can then occur.

11.1.5 Timeout Delays

- 11.1.5.1 Each team must ensure that liquids or powders used in its team area during a timeout do not create a hazard, delaying the start of play. Failure to comply results in a team delay sanction.
- 11.1.5.2 If a team fails to return to play upon the signal indicating the end of a timeout, that team is sanctioned with a team delay.

11.1.6 Timeout Requests

- 11.1.6.1 Timeout requests may be made by the playing captain or coach positioned near the substitution zone when the ball is out of play and before the authorization for service. The request must be verbal or by using the appropriate hand signal. (See Signal 14, Official's Mechanics.)
- 11.1.6.2 If a team member other than the coaches or playing captain requests 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 team delay sanction is assessed.
- 11.1.6.3 Timeout requests before the start of a set are permitted.
- 11.1.6.4 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.

11.2 Substitutions

11.2.1 Definition

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

11.2.2 Limitations

- 11.2.2.1 Each team is entitled to 12 substitutions per set. Each player is allowed unlimited entries within the team limit.
- 11.2.2.2 Each player entering the set legally, except an exceptional substitution, counts as one of the allowable team substitutions. (See Rule

11.2.6.) If the team requests a 13th substitution, the team is assessed an improper request, and the substitution is denied.

- 11.2.2.3 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 11.2.6.)

11.2.3 Substitution Requests

- 11.2.3.1 A request for substitution before the start of a set is permitted. (See Rule 10.1.1.7.)

- 11.2.3.2 After the set begins, substitution requests may be made by either a coach positioned near the substitution zone 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 11.2.4.2 and Rule 11.2.3.2.6.) Substitution requests can be made verbally or by using the appropriate hand signal. (See Signal 15, Official's Mechanics.)

11.2.3.2.1 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.

11.2.3.2.2 If a team member other than the coaches or playing captain requests a substitution, the request is denied and an improper request is assessed.

11.2.3.2.3 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 team delay assessed, and a new service authorized.

11.2.3.2.4 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.

- 11.2.3.2.5 After a substitution request has been granted, including a substitute entering the substitution zone, a team delay sanction is assessed if there is a delay in completing the substitution. A new request for substitution may not be made until the next interval when the ball is out of play or until a timeout is granted to either team. (*Exception:* If a change of request is because of a referee's mind change, the request is honored and no sanction is assessed.)
- 11.2.3.2.6 A team is not allowed to request consecutive interruptions for substitution until the set has resumed or a legal timeout has been granted. 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.
- 11.2.3.2.7 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 team delay sanction is assessed.
- 11.2.3.2.8 A legal request for substitution may follow an improper request for timeout if the first referee has not authorized the next service.
- 11.2.3.3 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 team delay sanction is assessed. No additional substitution requests may be made until the next interval when the ball is out of play or either team has been granted a timeout.
- 11.2.3.4 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 team delay sanction is assessed. (See Rule 6.3.2.4.)

11.2.4 Procedures

- 11.2.4.1 Substitutions must be carried out within the substitution zone.

11.2.4.2 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.

11.2.4.3 The player leaving the court and the incoming substitute must wait near the sideline in the substitution zone until authorized to exchange 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 team delay sanction is assessed.

11.2.4.4 If the referees recognize a substitution but proper procedure for entering the court is not followed, a team delay sanction is assessed and the substitution is denied.

11.2.5 Accident or Injury

11.2.5.1 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 legal substitution, replaced by the libero, 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 a substitute will replace the injured player, no timeout is charged regardless of the time required to safely remove the player from the playing area.

11.2.5.2 No substitution requests may be made by the injured player's team until the injury situation is resolved.

11.2.6 Exceptional Substitution

11.2.6.1 If, through accident or injury a player other than the libero is unable to play and a substitution cannot be made under the provisions of Rule 11.2.2, an exceptional substitution is allowed without penalty. An exceptional substitution is not allowed for an expelled or disqualified player.

11.2.6.1.1 An exceptional substitution is not counted as a team substitution.

11.2.6.1.2 For an exceptional substitution, the injured player is replaced in the following priority:

- 11.2.6.1.2.1 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;
- 11.2.6.1.2.2 By any substitute player on the bench regardless of previous position played; or
- 11.2.6.1.2.3 By the 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 the libero started the match. If a player who has been replaced by the libero is the only substitute player on the bench, that player should first replace the libero, and the libero becomes the exceptional substitute.
- 11.2.6.1.3 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.
- 11.2.6.1.4 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.)

11.2.7 Blood Situations

11.2.7.1 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.

11.2.7.2 If a player is bleeding, but blood is not found on uniforms, equipment or surfaces, see Rule 11.2.4.

11.2.7.3 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 certified 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.

11.2.7.3.1 It is recommended that replacement uniforms be similar in color. A different style is permissible.

11.2.7.3.2 Jersey numbers may be changed because of a blood-saturated uniform. Duplicate numbers are not permitted in the same match.

11.2.7.4 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.

11.3 Set Interruption Exceptions

11.3.1 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. A team delay shall not be assessed for the loss of necessary equipment, such as glasses, towels, shoes, etc.

11.3.2 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.

11.3.3 Prolonged Interruptions

If circumstances delay the completion of a match (bad weather, equipment failure, etc.) 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

One libero player may be designated for each set by indicating that player's number 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. The 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.)
- 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, the libero may replace the player in position No. 1 to serve. (See Rule 10.2.1.)
- 12.1.2.4 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 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. The primary color of the libero's jersey/shirt must be different from any color that appears on more than 25 percent of the body of her teammates' jerseys. In determining the body of the uniforms, the sleeves and collar should be ignored.

- 12.1.3.2 The libero uniform must have a legal number. (See Rule 7.1.2.)
- 12.1.3.3 The style and trim of the libero's shirt or jersey may differ from her teammates', but her shorts must be identical to her teammates'.

12.2 Libero Replacements

12.2.1 Description

- 12.2.1.1 The libero is allowed to replace any player in a back-row position.
- 12.2.1.2 Replacements involving the libero are not counted as substitutions and are unlimited. There must be at least one rally between two libero replacements, unless the libero is replacing the player in position No. 1 and is the next correct server. The libero can only be replaced by the player whom she replaced. An incorrect libero replacement is sanctioned with a team delay 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 Procedure

- 12.2.2.1 Replacements can only take place after the end of a rally or at the start of each set after the second referee has verified the starting lineup. The replacement must occur while the ball is out of play and before the authorization for service. A replacement made after the authorization for service but before service contact is not rejected, but a verbal warning is issued. Subsequent late replacements in the match result in a team delay sanction.
- 12.2.2.2 Replacements cannot occur during a timeout.
- 12.2.2.3 The libero and the player replaced by the 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 team delay is assessed for improper libero replacement procedures. (**Exception:** In one rotation, the libero can replace the player in position No. 1 and serve the next rally even if she 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 the libero is injured and cannot continue play, a new libero may be redesignated 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 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 the libero is expelled or disqualified while playing, she must be replaced by the player whom she replaced. The team continues play with no libero player.

12.3.2 Libero and Exceptional Substitutions

12.3.2.1 The libero may be used as an exceptional substitution for another 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, and the team continues play with no libero. (See Rule 11.2.6.1.2.3.)

12.3.2.2 The libero may not be used as a substitute for an expelled or disqualified teammate. If no legal substitute is available for an expelled or 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 (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 playable 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 team 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 re-authorized.
- 13.1.3.8 After the authorization for service, no other actions (requests for lineup check, timeout, etc.) may be considered until after the ball has been served and/or a rally completed.

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. The 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, the 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 does not cross the net;
 - 13.2.1.1.2 The ball passes under the net;
 - 13.2.1.1.3 The ball touches an antenna or does not pass over the net completely between the antennas or their indefinite extensions;
 - 13.2.1.1.4 The ball touches a player on the serving team or any object except the net before entering the opponent's team court;
 - 13.2.1.1.5 The ball lands "out" (See Rule 16.2.2); or
 - 13.2.1.1.6 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 (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 player (server):
- 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 scorekeeper must wait until the ball has been contacted for service, then use an audible device or stop play in any manner possible, and report the fault to one of 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 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, but 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) at any time during the match. 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 or not 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/ or 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. A sanction may be assessed for distracting or moving sideways to prevent an opponent from seeing the serve even if the ball is not served over that player.

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; or

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 (e.g., 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:* Rules 14.3.3 and 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. (See Committee Report on page 10 for more information on ball handling.)

14.2.3 Successive Contacts

14.2.3.1 During blocking or during the team's first hit, successive contacts with various parts of the player's body are permitted in a single attempt to play the ball. Prolonged contact is a fault in these actions.

14.2.3.2 During any other team hit, contacting the ball more than once with any part of the body, without an intervening contact by another player, is a fault. (See Ball Handling Directive, page 10).

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 platform. 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

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:* Rules 14.2.3.1, 14.3.3 and 14.6.2.2.)

14.4.5 Illegal Hit

It is a fault when a player in a non-playing 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 no contact is made with the opponent and:

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 A ball that has crossed the net plane to the opponent's free zone over or outside the antenna after a team's first contact or block may be played back to a teammate, provided (1) a center line fault is not committed (See Rule 15.2.4); (2) the pursuing player does not cross under the net, net cable or referee platform; and (3) the ball, when retrieved, crosses the net plane over or outside the antenna on the same side of the court. The opponent(s) may not prevent this action.

Note: Rule 15.1.1.1 is not used in a facility that does not have at least 2 meters (6 feet, 6 inches) of free space between the net standard (including padding) on the bench side of the court and the scorekeeper's table (or other floor obstacle) and 2 meters (6 feet, 6 inches) of clearance behind the first referee's platform.

- 15.1.1.2 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 opponents' side.

15.2 Player at the Net

15.2.1 Player Contact with Net or Antennas

Contact with the net 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 total length of the net provided this contact does not interfere with the play or is not used as a means of support while playing the ball.

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. It is not a fault to contact the opponent's team court with the hair.
- 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. In addition, completely crossing the center line with the foot, feet or hands, or encroachment with other body parts must not present a safety hazard to opponents.
- 15.2.4.3 It is not a fault to cross the center line after the ball is out of play.
- 15.2.4.4 It is not a fault to cross the extension of the center line outside the boundaries of the court (See Rule 15.1.1.1) and enter the opponent's free zone, provided there is no interference with opponents.

RULE 16

States of Play

16.1 Ball In Play/Ball Out of Play

16.1.1 Ball In Play

The rally begins with the first referee's whistle to authorize the service. 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 affects play ends the rally. The first referee must determine if the inadvertent whistle or horn affected play (rally is replayed) or not (result of 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 non-playing area;
- 16.2.2.4 It contacts an antenna, the net outside an antenna, the net post, the referee's platform, 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 after a team's second or third contact if Rule 15.1.1.1 is in effect; or
- 16.2.2.6 It completely crosses the vertical plane of the net partly or totally outside the crossing space after any team contact if Rule 15.1.1.1 is not in effect.

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 during the first 60 seconds of the timed interval between sets, if there is another set 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 a coach. If a coach lodges a protest, an opposing 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 non-protestable situation, the protest is denied without penalty.

17.2.2 Non-tournament Protest Procedure

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

- 17.2.2.1 Play is suspended. Referees, coaches and playing captains consult the rules book.
- 17.2.2.2 If the protest is found to be valid (referee's decision changed) as a result of the rules book consultation, play continues from the point of protest with the correct decision implemented.
- 17.2.2.3 If a protest is denied (referee's decision stands) as a result of the rules book consultation, play continues as if no protest had occurred.
- 17.2.2.4 If a protest lodged by a captain/coach cannot be resolved by consulting the rules book, the facts are recorded on the back of the scoresheet for that set. (See Rule 17.2.4.) The first referee then continues the set and will forward the protest information to the NCAA secretary-rules editor for a final decision after the match. (**Exceptions:** Rule 17.2.5 and 17.2.2.5.) If the protest is found to be valid (referee's decision changed), the protested set may be replayed from the point of protest or error, and the match replayed to its conclusion. The decision to replay a valid protest ultimately rests with the two teams and their conference(s).
- 17.2.2.5 If the protest issue involves a possible scorekeeper recording error, the referees must make an immediate determination based on information available from match officials. The protest will not be resolved on a delayed basis by the NCAA secretary-rules editor.

17.2.3 Tournament Protest Situations

- 17.2.3.1 In tournament situations where the match schedule is dependent on the result of previous matches, there should be a protest committee or interpreter to make final decisions on protests. Play is suspended while the facts are recorded or relayed to the committee or interpreter, who then makes a decision on the protest. This decision will be final.
- 17.2.3.2 The committee, after reviewing the facts of the protest, may rule 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.

17.2.4 Protest Facts to be Recorded

17.2.4.1 Score of the set at the time of the protest.

17.2.4.2 Players in the set at the time of the protest and their positions on the court.

17.2.4.3 Player substitutions and team substitutions made before the protested situation.

17.2.4.4 Team timeouts charged before the protested situation.

17.2.4.5 A synopsis of the situation that caused the protest, including which rule was violated or omitted or which penalty was improperly assessed.

17.2.4.6 Signatures of the scorekeeper, one coach from each team, and the first referee, indicating the facts have been correctly recorded. If a coach is not available, the playing captain may sign.

Note: A photocopy of the scoresheet at the time of protest may be used in place of recording the first four items above.

17.2.5 Protested Set

If the protesting team wins the set in which the protest is made (even if that team loses the match), there is no basis for protest because the team won the protested set. If the protesting team loses the protested set but wins the match, the protest should be submitted as described in Rule 17.2.2.4. Regardless of the outcome of the match, the facts of the protest must be forwarded to the NCAA secretary-rules editor for review.

RULE 18

Officials and Their Duties

Note: Rule 18 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 (Exception: Rule 18.2.5 and 18.2.6.)

18.1 The Corps of Officials

18.1.1 Composition

The corps of officials for a match is composed of the first referee, the second referee, the scorekeeper, assistant scorekeeper, and two or four line judges. Their locations are shown in Figure 2 (Page 97).

18.1.2 Arrival Time

The first referee and second referee shall arrive on site at least 45 minutes before the match-start time. The jurisdiction of the referees begins with their arrival on the court, which should be at least 30 minutes before the match-start time. It is recommended that the scorekeeper, assistant scorekeeper and line judges arrive on site 30 minutes before match-start time.

18.1.3 Whistles

Only the first and second referees may blow whistles during the match. However, the scorekeeper may use an audible device, including a whistle, to notify the referees of a rotation fault.

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

18.1.2.2 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.

18.1.4 Requests by Captains/Coaches

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

18.1.5 Hand Signals

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

- 18.1.5.1 If the fault is whistled by the first referee, he or she indicates the nature of the fault, the player at fault (if necessary) and the result of the play (point, play-over, etc.) The second referee mimics these signals. [**Exception:** The second referee does not mimic the signal for a net serve. (See Signal 19b, Official's Mechanics)].
- 18.1.5.2 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 mimics those signals and then indicates the result of the play, repeated by the second referee.
- 18.1.5.3 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, repeated by the second referee.

18.2 The First Referee

18.2.1 Location

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

18.2.2 Scope of Authority

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

- 18.2.2.1 Having authority over all team members;
- 18.2.2.2 Having final authority over all decisions including those not specifically addressed in the rules;
- 18.2.2.3 Having authority over other officials and overruling other officials if certain one of the officials made an incorrect decision; and
- 18.2.2.4 Replacing an official who is not performing functions properly.

18.2.3 Responsibilities Before the Match

Before the match, the first referee will:

- 18.2.3.1 Examine the ball(s) to be used in the match, and authorize their legality;
- 18.2.3.2 Inspect the net to ensure it meets specifications, and ensure the safety of the playing area and equipment;
- 18.2.3.3 Conduct the coin toss and conference of the referees and team representatives;
- 18.2.3.4 Control the warm-up conduct of the teams; and
- 18.2.3.5 Establish ground rules as needed.

18.2.4 Responsibilities During the Match

During the match the first referee is authorized to:

- 18.2.4.1 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.
- 18.2.4.2 Decide upon faults of the server, rotation and position faults of the serving team, and faults in playing the ball. 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 (e.g., the net being forced into the player by the momentum of the ball).
- 18.2.4.3 Sanction misconduct and delays. Other officials (second referee, scorekeeper and line judges) must immediately report to the first referee any unsportsmanlike behavior that is made by any team member regarding an official or opponent. If the playing captain asks in a proper manner, the first referee must give the reason for a penalty, expulsion or disqualification and must not allow further discussion except to allow the playing captain to communicate quickly with the coach the reason for the sanction.
- 18.2.4.4 Signal the number of timeouts taken by each team at the conclusion of each timeout.
- 18.2.4.5 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.

18.2.5 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:

- 18.2.5.1 The first referee temporarily suspends play.
- 18.2.5.2 The first referee instructs the second referee to communicate the problem to the host administrator, if immediately available, or to the host head coach.
- 18.2.5.3 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.
- 18.2.5.4 If the above steps are not effective: If the host administration fails to resolve the problem and play cannot be resumed or if play must be suspended again, the first referee sanctions the home team with a team delay penalty (red card). The host administration/host head coach is given another opportunity to resolve the problem. If play cannot be resumed or must be suspended again in the same match, the home team defaults the match (at a neutral site, the offending team defaults the match).
- 18.2.5.5 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 score sheet and forward a report to the proper authority within 24 hours.

18.2.6 Artificial Noisemakers and Bands

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

18.2.6.1 Cheerleaders may use non-electronic megaphones in a non-disruptive manner. Fans are permitted to use non-electronic megaphones for voice amplification only.

18.2.6.2 Bands may not play during a rally. Bands and sound systems 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.

18.3 The Second Referee

18.3.1 Location

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

18.3.2 Replacing the First Referee

Should the first referee be indisposed, it is the responsibility of the second referee to assume the responsibilities and duties of the first referee.

18.3.3 Responsibilities Before the Match

Before the match begins, the second referee will:

18.3.3.1 Ensure that the names of the officials appear on the first set scoresheet;

18.3.3.2 Ensure that the coaches have lineup sheets at least five minutes before the end of each team's timed warm-up periods. The second referee collects the lineup sheets and returns them to the scorekeeper immediately after the timed warm-ups are completed to ensure that the start of the match is not delayed; and

18.3.3.3 Attend the pre-match meeting of the team representatives with the first referee.

18.3.4 Responsibilities Between Sets

During the interval between sets, the second referee will:

18.3.4.1 Take possession of the ball;

18.3.4.2 Immediately take a lineup sheet to the coach of each team;

- 18.3.4.3 Return the lineup sheets from the coaches to the scorekeeper in time to see that the interval between sets is not delayed; and
- 18.3.4.4 Before the deciding set of the match and at the request of the first referee, toss the coin with the playing captains to determine choice of serve/receive or side of court. (See Rule 9.2.4.4.)

18.3.5 Responsibilities Before Each Set

Before each set begins, the second referee will:

- 18.3.5.1 Use the lineup sheets submitted by the teams to see that the lineups are correctly recorded on the scoresheet; and
- 18.3.5.2 Quickly verify that the actual positions of the players on the court correspond to those on the lineup sheets submitted by each team. A libero replacement cannot be made until the starting players are verified.

18.3.6 Responsibilities Regarding Interruptions

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

18.3.6.1.1 The second referee notifies the first referee and the appropriate coach(es) when the ninth through 12th team substitutions are made.

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

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

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

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

18.3.7 Responsibilities During Play

18.3.7.1 During play, the second referee whistles and signals:

18.3.7.1.1 Interference and center line faults;

18.3.7.1.2 Contact of a player with the net or the antenna;

- 18.3.7.1.3 Faults involving either antenna or the net outside either antenna;
 - 18.3.7.1.4 Position faults by the receiving team;
 - 18.3.7.1.5 When a foreign object enters the playing area and presents a hindrance to play or a hazard to the players;
 - 18.3.7.1.6 Illegal attacks or illegal blocks when a fault has clearly occurred; and
 - 18.3.7.1.7 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.
- 18.3.7.2 During play, the second referee may, without whistling, signal to the first referee faults outside those listed above.
- 18.3.7.3 The second referee performs duties in addition to those outlined when instructed to do so by the first referee.

18.3.8 Keeping Official Time

The second referee is responsible for keeping the official time of the pre-match warm-up periods, timeouts and intervals between sets of a match.

18.3.9 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 warm-up areas.

18.3.10 Ending Play

Play ends when the second referee blows a whistle.

18.3.11 Other Responsibilities

18.3.11.1 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. No direct identification of opposing players may be given. If it is found 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.

- 18.3.11.2 The second referee checks the floor condition and assists the first referee during the match in ensuring that equipment meets specifications.
- 18.3.11.3 The second referee controls the work of the ball retrievers, when present.
- 18.3.11.4 The second referee works in conjunction with the scorekeeper and the assistant scorekeeper throughout the match.
- 18.3.11.4.1 The second referee ensures that replacements involving the libero are legal.
- 18.3.11.4.2 The second referee verifies and confirms to the first referee that the 24th point has been scored (14th point in a deciding set).
- 18.3.11.4.3 The second referee signals end of set to the first referee at the end of each set.

18.4 The Scorekeepers

18.4.1 Location

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

18.4.2 General Responsibilities

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

18.4.3 Scorekeeper Duties Before a Match and Set

Before the start of each set, the scorekeeper will:

- 18.4.3.1 Clearly print the data of the match on the scoresheets, including the names of the first referee, second referee and scorekeeper on the scoresheet.
- 18.4.3.2 Obtain the lineup sheets from the second referee and record the uniform numbers of the libero and the starting players in serving order on the scoresheet. (See Rule 10.1.1.) Once a lineup has been submitted to the scorekeeper, players may not change numbers (*Exceptions*: Rule

12.3.1.1.3 and Rule 11.2.6.3.2) and the lineup may not be changed, except to correct a scorekeeper's error or to record a substitution. Opponents are not permitted to see the lineup submitted by the opposing team.

- 18.4.3.3 Ensure that the assistant scorekeeper accurately records the lineups on the libero tracking sheet.
- 18.4.3.4 Remind the second referee between sets to obtain new lineups from playing captains or coaches in order to properly record any changes in the lineups.

18.4.4 Scorekeeper Duties During the Match

During the match, the scorekeeper will:

- 18.4.4.1 Record the score as the match progresses and ensure that the visual score is correct. The official scorekeeper 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.
- 18.4.4.2 Ensure the serving order and rotation of players is followed correctly, reporting any error to the referees immediately after the service contact.
- 18.4.4.3 Carefully check legality of substitutes as their entry is authorized.
- 18.4.4.4 Record substitution information on the scoresheet.
- 18.4.4.5 Notify the second referee of the **ninth through 12th** substitutions used by either team.
- 18.4.4.6 Record timeouts and notify the referees of the number of timeouts that have been charged to each team.
- 18.4.4.7 When requested to do so by one of the referees, tell either of the coaches or playing captains the number of substitutions and timeouts that have been charged to their team.
- 18.4.4.8 Notify the referees of an improper request for substitution or timeout, or an excessive timeout request.
- 18.4.4.9 Record improper requests and team and individual sanctions.
- 18.4.4.10 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 scorekeeper and the second referee should quickly verify player positions (i.e., confirm correct server for each team).

18.4.4.11 Record all information for a protest.

18.4.5 Assistant Scorekeeper Duties During the Match

During the match, the assistant scorekeeper will:

18.4.5.1 Record all substitutions and libero replacements on the libero tracking sheet.

18.4.5.2 Notify the referees if the libero is replaced by an incorrect player, or if an undesignated libero enters the set.

18.4.5.3 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).

18.4.5.4 Notify the referees if the same players who were on the floor before a timeout do not return to the set.

18.4.5.5 Communicate and coordinate with the scorekeeper to ensure accuracy of both the scoresheet and the libero tracking sheet.

18.4.6 Scorekeeper Duties at the End of the Set

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

18.5 The Line Judges

18.5.1 Position

18.5.1.1 During play, the line judges are stationed as follows:

18.5.1.1.1 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.

18.5.1.1.2 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.

- 18.5.1.1.3 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.)
- 18.5.1.2 During timeouts, line judges stand at the intersection of the attack line and the sideline on the side of the first referee.
- 18.5.1.3 Between sets, the line judges should have a designated neutral area to sit.

18.5.2 Responsibilities

- 18.5.2.1 During play, the line judges signal the first referee when:
 - 18.5.2.1.1 A ball lands inside or outside the court near their line. (See Signals 4 and 6, Official's Mechanics.)
 - 18.5.2.1.2 A player or server commits a line violation. The line judges' responsibility for foot-fault errors includes players other than the server on the court. If such a player is touching the floor outside the court at the time the ball is contacted for service, the line judge should notify the referees. (See Signal 9b, Official's Mechanics.)
 - 18.5.2.1.3 After a team's first contact or block, a ball crosses to the opponent's free zone over or outside the antenna when Rule 15.1.1.1 is in effect. (See Signal 30, Official's Mechanics.)
 - 18.5.2.1.4 A ball that has been retrieved from the opponent's free zone crosses back completely inside the antenna when Rule 15.1.1.1 is in effect. (See Signal 9a, Official's Mechanics.)
 - 18.5.2.1.5 A ball touches, crosses over or passes outside the antennas after a team's second or third contact or after the first team contact when Rule 15.1.1.1 is not in effect. (See Signal 9a, Official's Mechanics.)
 - 18.5.2.1.6 A ball contacts a player before going out of bounds on that player's side. (See Signal 8, Official's Mechanics.)

- 18.5.2.2 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.
- 18.5.2.3 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.

18.5.3 Flags

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

- 18.5.3.1 **Color**—Solid red
- 18.5.3.2 **Flag Dimensions**—approximately 30 centimeters by 30 centimeters (12 inches)
- 18.5.3.3 **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 Set-up

The facility should be set-up for the event according to the diagram on page 97 and the following criteria:

- A minimum of 2 meters (6 feet, 6 inches) of unobstructed clearance (excluding the net supports) around the court (free zone) is required by the rules.
- Benches are placed no closer to the scorekeeper's table than the attack line and a minimum of 2 meters (6 feet, 6 inches) from the court.
- The scorekeeper's table is opposite the first referee's platform and between the 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, warm-up area, scorekeeper's table, or on the playable 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 playable 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 3.81 meters (10 feet) outside the sidelines and 4.58 meters (15 feet) beyond the end lines is suggested.
- The playing area can include a change of surface provided that the secondary playing surface is no more than approximately 1.25 cm ($\frac{1}{2}$

inch) lower than the primary surface and is flat, smooth and free of obstructions.

- For Rule 15.1.1.1 (“pursuit rule”) to be used in any match, there must be 2 meters (6 feet, 6 inches) of unobstructed area (including media) from the net pole (including padding) on the second referee’s side of the court to the scorekeeper’s table or nearest obstruction, and 2 meters (6 feet, 6 inches) of unobstructed area (including media) from the back of the first referee’s platform to the nearest obstruction. If both sides do not have the necessary clearance, the rule cannot be used in the match.
- If multiple courts are used, a divider net or other partition should define each court’s playing area.
- 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 1.58 meters (5 feet, 6 inches) with at least 1.25 centimeters ($\frac{1}{2}$ 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 temperature in the facility should be between 60 and 90 degrees Fahrenheit.

Other Equipment

- A visual device displaying running time and score should be used. 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 near the scorekeeper’s table for each referee, the scorekeeper, assistant scorekeeper and line judges.
- At least 60 minutes before the scheduled start time, host management should provide scoresheets (including a deciding set scoresheet), lineup sheets, libero tracking sheets, match protocol instructions, red and blue/black pens, pencils (for libero tracker), and at least three uniform game balls.

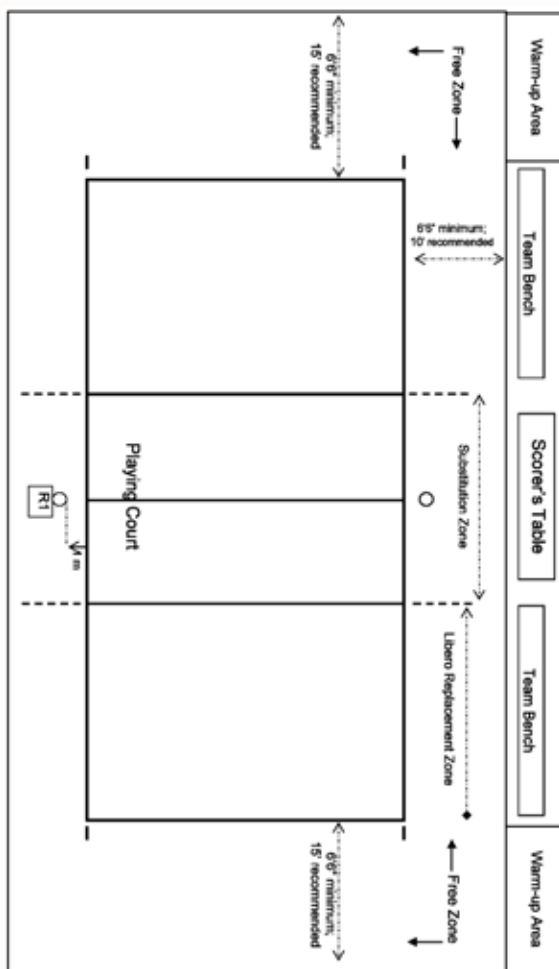


Figure 2 - The Playing Area

- At least 24 practice balls and two ball carts should be available for both teams' use during the warm-up period.
- Supplies for treatment of blood situations on equipment, participants or facilities should be immediately available courtside.

Staffing Responsibilities

Well-trained, certified referees, line judges and scorekeepers 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, training camps, examinations and publications. More information on certification criteria is 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.
- The default procedure requires referees to be courtside at least 30 minutes before the match. Their jurisdiction begins upon arrival on the court. Before the referees' arrival courtside, the match administrators ensure that pre-match 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, warm-up procedures, special events, radio/TV broadcasts, and promotional intermissions.
- An assistant scorekeeper (in addition to the primary scorekeeper) must be provided to track the entries of the libero player. Preferably, a third individual should perform the visible scoreboard functions. The scorekeeper and assistant scorekeeper must arrive at least 30 minutes before the match. Scorekeepers should be dressed as match officials in navy slacks, white polo shirt with no school designation, white socks and white athletic shoes.
- Line judges must arrive at least 30 minutes before the match. Line judges should be dressed as match officials in navy slacks, white polo shirt with no school designation, white socks and white athletic shoes. Although the first referee will conduct a pre-match conference with the

line judges, the line judges should be trained before the match by the host administration. Line judge flags are recommended. Flags must meet the specifications in Rule 18.5.3 and should not display a school 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.
- It is recommended that event management provide at least two speed wipers to keep the floor dry and safe. They should be readily available to wipe the floor immediately at the end of each rally with or without the direction of the referee(s). One speed wiper should be seated on each side of the net, out of the playing area.
- Ball retrievers should be provided by the host administration and should arrive 30 minutes before match time. The host should use the following information to provide basic instruction on the three-ball 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 scorekeeper's table.
 - At the start of each set, one ball is placed on the scorekeeper's table and one is given by the line judges to each of the ball retrievers nearest the serving areas. Only these retrievers and the second referee are authorized to give a ball to the server. Before the first service of each set, the second referee will give the server the first ball to be put in play.
 - When the ball in play goes outside the playing areas, 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 place it outside the court.

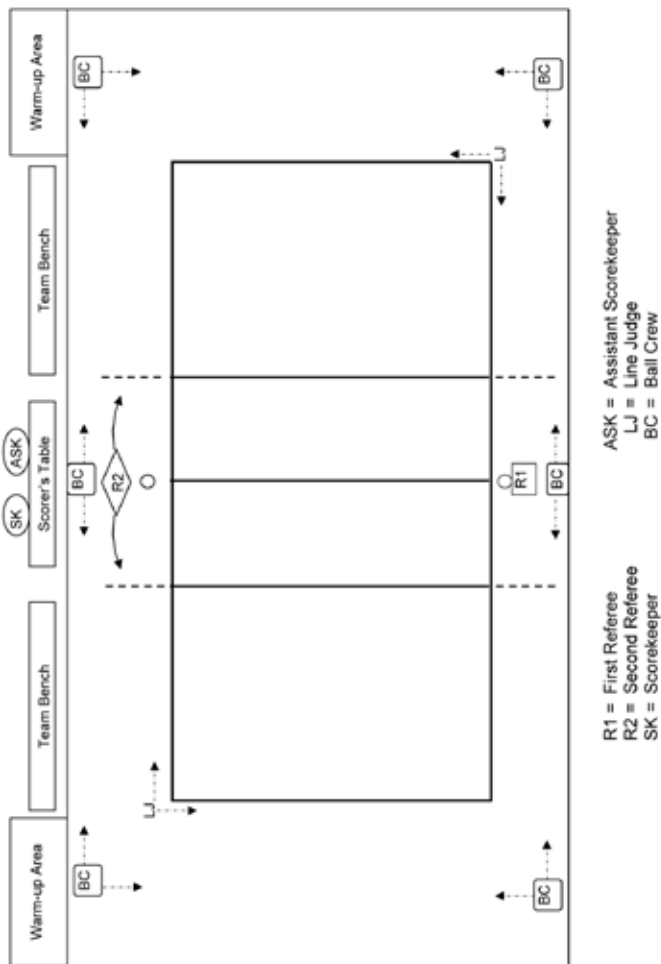


Figure 3 - Location of Officials and Assistants

- 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 scorekeeper's table. 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.

Match Preparation

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.
- Pre-match 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.

Conduct of Spectators and Ancillary Participants

The responsibility for crowd control rests with the host administrator. 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 (see below). 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 non-electronic 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 non-playing areas on their team's portion of the facility or in fan 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. Bands 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 non-electronic megaphones in a non-disruptive manner.

Pre-match Procedures

- The playing area will be set up and available at least one hour before the match. The home team should designate the team area where it will start the match at least 60 minutes before match time.
- Match administrators must ensure that any non-playable area used for warm-up is equitably available to both teams.
- The host administration should start a countdown on the visible clock one hour before match time. Timed segments of the pre-match warm-up protocol should be timed sequentially, with no interruption in the countdown if possible. The referees will whistle a warning 15 seconds before a team's timed segment ends, and a horn should sound at the end of each segment. Official pre-match 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 warm-up, the court remains vacant for that time.*
- A team representative should confirm names and numbers of players with the announcer and statisticians at least 20 minutes before the end of the warm-up periods.
- Once a team's lineup has been submitted to the official scorekeeper, individual team lineups will not be disclosed to the opponent and will not be displayed or announced before both teams have submitted their lineup to the scorekeeper. 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; 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 and motions first the captains, then the remaining team members to the center of the court. After shaking hands, any non-starting players on the floor return to the bench. The second referee checks the lineups 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 (see below).
- 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 10 minutes in duration, including warm-up time. Each team is responsible for returning at the proper time. The intermission shall include at least three minutes of warm-up 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 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.

Instructions for Using the NCAA Women's Volleyball Scoresheet

Before the Match

Preparing Scoresheets for the Match

Before the start of a match, the scorekeeper prepares all scoresheets by printing the heading information in blue or black ink. This includes the **Tourney, Place, Division, Match, Date, Day and Time Match Scheduled** at the top of the scoresheet, and the names of the **First Referee, Second Referee, Scorekeeper and Line Judges** at the bottom of the scoresheet. The scorekeeper enters the name of the line judge working on the first referee's side of the court on the top line and the name of the line judge working on the second referee's side of the court on the second line.

Preparing Scoresheets for Each Set

After the home team has selected a bench, the scorekeeper enters more information for the first set.

- On the left side of the scoresheet, the scorekeeper prints the name of the **TEAM** that will play on the court to the left of the scorekeeper.
- On the right side of the scoresheet, the scorekeeper prints the name of the **TEAM** that will play on the court to the right of the scorekeeper.
- After the coin toss, the scorekeeper circles the **S** on the side of the team that will serve first, and circles the **SET** number in the lower right section of the scoresheet.

Team names and first serve designation can now be completed on the scoresheets for all non-deciding sets of the match.

Recording Lineups

The scorekeeper obtains a lineup sheet from each team, usually via the second referee. The scorekeeper then performs the following tasks:

- Confirms that the coach or team captain has signed the lineup sheet and indicated the playing captain.
- Notifies the second referee if no libero is indicated or if any illegal/duplicate numbers are entered on the lineup sheet.
- Checks that all coaches are designated on the lineup sheet for the first set.
- Ensures that teams do not change players' numbers on the lineup sheet after it is submitted, unless a substitution is used.
- Prevents teams from seeing the lineups submitted by their opponents.

Using the lineup sheets, the scorekeeper writes the players' uniform numbers in serving order in the **PLAYERS' NUMBERS** column. Enter the serving team's right-back on line 1 on the serving team's side of the scoresheet, and the receiving team's right-front on line 1 on the receiving team's side.

The scorekeeper writes a **C** after the captain's number for each team and enters the libero's number (if one is designated on the lineup sheet) in the space beside the **L** at the top of the **PLAYERS' NUMBERS** column. The second referee uses the lineup sheets to confirm that the correct players are on the court in the correct order before each set. At the same time, the scorekeeper uses the scoresheet to verify that both teams are correctly lined up as well. The time that the set begins is recorded when the first referee signals for the first serve of the set.

During the Match

It is the scorekeeper's primary duty to ensure that the correct player is serving, and that each serve is attributed to the player who contacted it. The team that wins a rally scores a point. If the serving team wins the rally, it scores a point and continues to serve. If the receiving team wins the rally, it scores a point and gains the right to serve after rotating one position in a clockwise direction.

Tracking Rounds of Service

When all six positions from each team have served, this is considered a round of serves. Scoring for the first round of serves must be in blue or black ink. The scorekeeper alternates from blue or black to red ink when each round of serves is complete. Alternating the colors helps the scorekeeper track the current serving round and is a visual aid if the scoresheet is reviewed by another official.

The final loss of rally in the first round of serves is written in blue or black ink. The scorekeeper switches to red ink to record the opponent's point associated with that loss of rally, and then continues in red ink for the rest of the second round of serves.

Blue or black is used to record the third round, red for the fourth round, etc. through the remainder of the set. No erasers may be used on any part of the scoresheet.

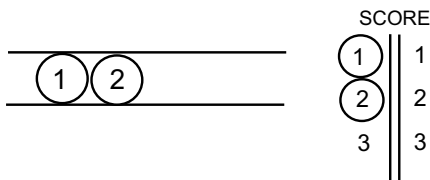
Recording the Results of a Rally

The term “scoring section” refers to the six horizontal lines where the serves are recorded, noted with Roman numerals I - VI. The term “running score column” refers to the vertical **SCORE** column in the center of the scoresheet.

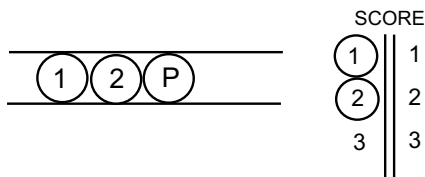
Circles are used to note when a non-libero serves and triangles are used when the libero serves. Adjacent to the serving player’s number, the scorekeeper draws a circle or triangle in the scoring section at the moment the ball is contacted for service (circle should touch both upper and lower lines). At the end of a rally, the scorekeeper records the rally’s result inside the circle or triangle. In the running score, a circle is used to mark a point that is recorded in a circle in the scoring section. A triangle is used to mark a point in the running score that is inside a triangle in the scoring section.

In the scoring section, the only items that may be written inside a circle/triangle are a point number, the letter **P**, or the letter **R**. When the referee signals the result of a rally, the scorekeeper enters the appropriate item as illustrated by the examples below (assume that a non-libero player served):

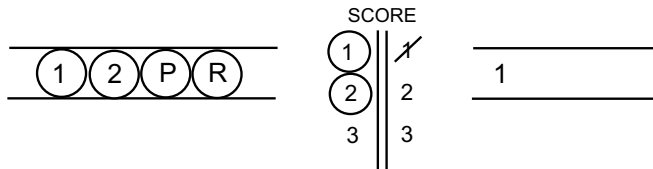
- **Rally won by serving team:** Record the point number in the server’s circle/triangle, and draw a circle/triangle around the corresponding point in the serving team’s running score column.



- **Play-over:** Record the letter **P** in the server’s circle/triangle and record nothing in the running score column.

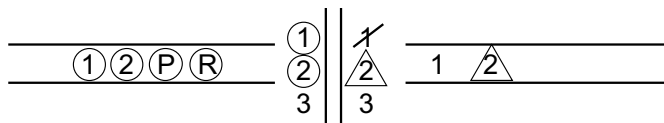


- Rally won by the receiving team (Rotate):** Record the letter **R** in the server's circle/triangle and slash the next point in the receiving team's running score column. The corresponding point is also recorded in the scoring section of the receiving team's next server without any symbol around the point number.



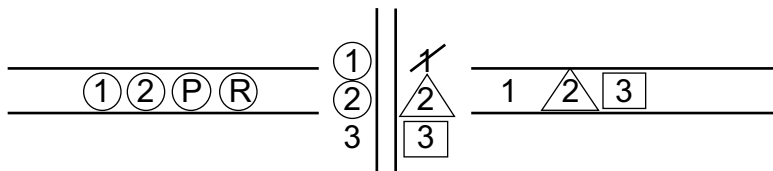
Recording Other Match Events

Libero Serving. The libero can serve in one rotation by replacing the player who is in position No. 1 at that time. When the libero serves, a triangle is used in the scoring section instead of a circle, and points scored are marked in the running score with a triangle rather than a circle. Additionally, a triangle is placed around the number printed under **SERVING ORDER** (1-6) on the line where the libero served. This indicates the only rotation where the libero can serve for the rest of that set.



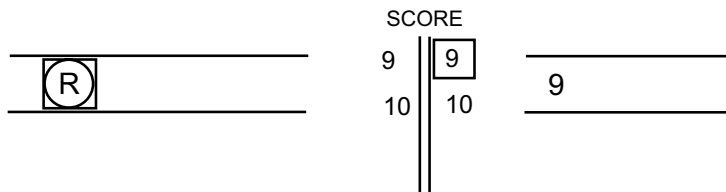
Individual and Team Penalty Points. When a point is awarded as the result of a team or individual penalty, expulsion, or disqualification, a square is drawn in the scoring section instead of a circle or triangle, and the point number or "**R**" is written in the square. A square would also be placed around the appropriate point in the running score column for the team that

was awarded the point. The only time a square is used in the running score column is when a point has been awarded because of a penalty.

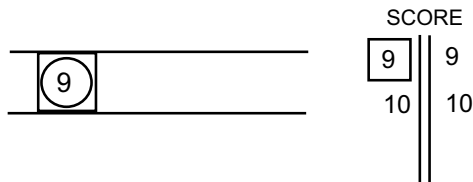


If a rally was initiated by a service and the first referee stops play during the rally and issues a red card penalty, the scorekeeper will draw a square around the circle/triangle and record the appropriate symbol in that combination symbol.

EXAMPLE No. 1-Red card to a player on the serving team during play (non-libero server).



EXAMPLE No. 2-Red card to a player on the receiving team during play (non-libero server).



Referee Mind Changes. The letter **M** is used to indicate a referee's mind change. When the referee changes a decision, the scorekeeper does the following:

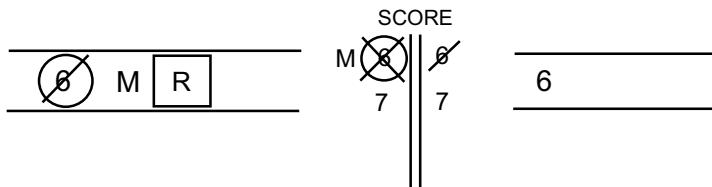
- Slashes and cancels the referee's first decision in the scoring section.

- Records the letter **M** in the scoring section right after the circle/triangle containing the result of the first decision.
- Records the second decision (point number, **P** or **R**) in a square after the letter **M**.

If a point is canceled because the referee changes a decision, the scorekeeper:

- Crosses out the point with an **X** in the running score column and records the letter **M** next to the crossed out point.
- Revises the letter **M** in the running score column with a circle, triangle or slash if the point is regained.

If the second decision is a point, the point is circled, triangled or slashed as usual in the running score column for the appropriate team.

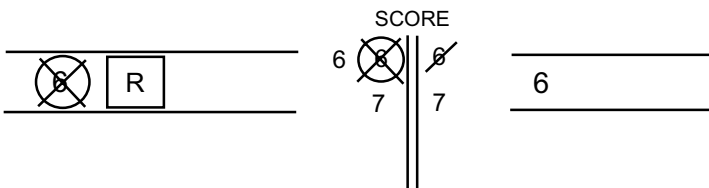


Points Changed by Referee Action. When points are canceled because of the referee's action (for an illegal substitution or wrong server), the scorekeeper crosses out the canceled points with an **X** both in the scoring section and in the running score column. (This information is also recorded in the COMMENTS section - see Page 112). The point numbers in the running score column are rewritten to the side of the crossed out points. If the team subsequently scores those points, the point numbers are rewritten in the scoring section, and the rewritten point number is circled, triangled or slashed in the running score column.

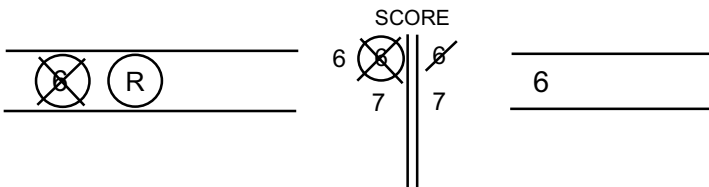
If the referee's action results in a loss of rally, record the letter **R** in a square in the scoring section. When points are removed in these situations, the scorekeeper cancels the following:

- Timeouts taken by the team not at fault.
- Substitutions, libero replacements and team sanctions charged to either team after the wrong server or illegal player entry.

Individual misconduct sanctions assessed to either team and timeouts taken by the team at fault are not canceled.



Scorekeeper Errors. If the scorekeeper makes an inadvertent recording error (for example, the scorekeeper misinterprets the referee's signal and records the wrong symbol), the scorekeeper crosses out the mistake with an **X** and writes the correct symbol. Any points that may have been inadvertently circled, triangled or slashed in the running score column are crossed out with an **X** and rewritten. If the team again scores the point(s), the rewritten number is circled, triangled or slashed in the running score column.



Wrong Server or Service Delay. When there is a wrong server, the serving team loses the rally. The scorekeeper records an **R** in a square in the scoring section. The corresponding point is slashed in the receiving team's running score column and recorded in the scoring section of the receiving team's next server, with no other symbol.

The scorekeeper uses the same method when a server fails to serve in the allotted eight-second time period or if a team is penalized with a loss of rally because the server tosses the ball for service and does not complete the serve.

A wrong server is noted in the **WS** column of the **SANCTIONS** section. A service delay is not recorded in either the **SANCTIONS** or **COMMENTS** sections.

Comments and Sanctions. The **COMMENTS** section is used anytime a noteworthy situation occurs that is pertinent to the progress of play. The **SANCTIONS** box is considered to be part of the **COMMENTS** section of the scoresheet, and offers a quick method of noting most of the situations that need to be recorded.

In the **SANCTIONS** box, the team on the left side of the scoresheet is referred to as team A, and the team on the right side of the scoresheet is referred to as team B. The blank area below the **COMMENTS** section is used when a situation such as an expulsion, disqualification, or exceptional substitution cannot be recorded in the **SANCTIONS** section.

When using the **COMMENTS** section, the information recorded includes the score at the time of the incident, the action taken by the referee, which team is involved, and uniform number(s) of any player(s) who might be involved. The order in which the information is recorded is not important. In both the **COMMENTS** and **SANCTIONS** sections, scores are always listed with the score of the involved team recorded first.

Noteworthy situations include, but are not limited to, the following referee actions:

Improper Requests. In the **SANCTIONS** section, slash the **IR**, record **A** or **B** to indicate the team, and record the score.

Yellow card indicating team delay or individual warning. In the **YC** column of the **SANCTIONS** section, record a **D** for a team warning or the player number for an individual warning, record **A** or **B** to indicate the team, and record the score.

Red card indicating penalty point, loss of rally. In the **RC** column of the **SANCTIONS** section, record a **D** for a team penalty or the player number for an individual misconduct penalty, record **A** or **B** to indicate the team, and record the score.

Red/yellow cards together indicating a player is expelled from the set. The team at fault is assessed a loss of rally and the opponent is awarded a penalty point.

Red/yellow cards apart indicating a player is disqualified for the remainder of a match. The disqualified player must leave the area, the team at fault is assessed a loss of rally and the opponent is awarded a penalty point.

Points or other actions removed because of the referee's action. These actions include wrong server, wrong position entry, entry of player exceeding team substitution limit, entry of disqualified player or other illegal substitutions.

Loss of rally awarded as the result of a wrong server. In the **WS** column of the **SANCTIONS** section, record the player numbers, record **A** or **B** to indicate the team, and record the score.

Exceptional substitution or redesignated libero allowed because of injury. In the **COMMENTS** section, record the score, numbers of the exceptional substitute or redesignated libero and the injured player, and note that it is an exceptional substitution or redesignated libero.

Protested set. On the back of the scoresheet, record the score of each team, team areas, player serving, relative positions of both teams on the court at the time of protested play, substitutions (team and player) and timeouts. The referee dictates the protest issues to the scorekeeper for recording. The documented protest is signed by the first referee, a coach from each team and the scorekeeper. A photocopy of the scoresheet at the time of protest can be used as a means to record some of the pertinent facts.

Pertinent information relating to unusual circumstances in conducting the set. Describe the circumstances clearly and succinctly.

Defaulted set. Describe the circumstances leading to the default.

Timeouts. Timeouts are recorded in the **TIMEOUTS** box located under the team's running score. Write the score of the team taking the timeout first, followed by the score of the opponent. The first timeout assessed to each team is listed in the top box, and the second timeout in the lower box. Timeouts are not recorded anywhere else on the scoresheet.

Substitutions. Substitutions (other than exceptional substitutions) are recorded in three places on the scoresheet:

- The first notation is in the scoring section on the line of the player who is serving (or who is about to serve) at the time of the substitution. Substitutes for the serving team are indicated with an **S**. Substitutes for the receiving team are indicated with an **Sx**. Next to the **S** or **Sx**, indicate the uniform numbers of the players involved in the substitution, separated with a slash. The number of the entering player is written above the slash, and the number of the exiting player is written below the slash.

- Next, slash the number of the exiting player in the **PLAYERS' NUMBERS** column, and write the number of the entering player to the immediate right of the slashed number.
- Finally, keep track of the total team substitutions used by slashing the next available number in the **SUBSTITUTIONS** section below the scoring section. Players may enter the set an unlimited number of times, but must always play in the same position relative to their teammates. Any number of players may enter the set in each position. Each team is allowed a maximum of 12 substitutions.

Exceptional Substitutions. When an exceptional substitution occurs, draw a circle around the injured player's number in the **PLAYERS' NUMBERS** column to indicate that she may not return to that set, and then enter the number of the exceptional substitution beside it. Enter the substitution notation in the scoring section as the above paragraph describes, using an **S** or **Sx** and the players' numbers. Draw a circle around that notation in the scoring section to indicate that it is an exceptional substitution. An exceptional substitution does not count as one of the 12 allowed team substitutions, so no number is slashed in the **SUBSTITUTIONS** section.

A complete sample scoresheet is shown in the Scorekeeping Example section.

Procedures at the End of a Set

When a set is finished, blue or black ink is used to complete the scoresheet. Enter the ending time in the **Time Set Finished** space. The **WINNING TEAM** and associated points scored are written on the top line in the appropriate section, with the **LOSING TEAM** and associated points below it. The scorekeeper reviews the scoresheet for completeness, taking special care to verify that the scores are correct, and then signs the scoresheet in the designated area.

If a set is forfeited before it starts, the scorekeeper prepares the scoresheet by completing the heading, entering the officials' names, lineup of players and/or team present, recording a score of 25-0. The scorekeeper then writes **FORFEIT** across the scoresheet. If more than one set of the match is forfeited, the same scoresheet is used for all sets with additional set numbers circled in the **SET** section. The scorekeeper signs the scoresheet.

Tracking the Libero

The assistant scorekeeper is responsible for tracking libero replacements in keeping with two important rules.

Once the libero is replaced, at least one rally must be completed before the libero can replace another player. An exception occurs when the libero stays on the court to serve in the next rally. In one rotation, the libero can replace the player in the serving position and serve the next rally even if she is already on the court having replaced another player.

In this situation, the libero does not have to exit the court before replacing the player in the serving position. At all other times, the assistant scorekeeper should observe that when the libero is replaced, she does not re-enter the set until after the next rally is completed. A "rally" occurs when a team legally contacts a serve or the first referee assesses a sanction penalty.

When the libero leaves the court, the player replacing the libero must be the same player that the libero replaced when she last entered the court. This will be tracked by the assistant scorekeeper on a separate form—the Libero Tracking Sheet. This form must always reflect the numbers of the six players who are currently on the court for each team.


Under the column labeled **SP**, the starting players are listed in serving order. Libero replacements are recorded by slashing the number of the player leaving the court and writing **L** beside the slashed number to indicate that the libero has entered the court in that player's position. When the non-libero player returns to the court, the **L** is slashed and the player's number is written beside the slashed **L**. All regular substitutes are also recorded on the Libero Tracking Sheet by slashing the number of the player leaving the court and writing the number of the entering substitute (as in line VI below).

If the assistant scorekeeper discovers that either of the rules above has been violated, the second referee should be notified immediately. The assistant scorekeeper is not required to wait for the next serve to be contacted before reporting the problem.

In addition, the assistant scorekeeper must ensure that the six players for each team who were on the court before a timeout are the same players who return to the court after the timeout. The second referee should be notified immediately if this rule is not followed.

Libero Tracking Example

As illustrated below, the first time that the libero serves in a set, the assistant scorekeeper draws a triangle around the Roman numeral in the **Serving Order** column to mark the rotation when the libero served. This indicates the only rotation in which the libero can serve for that entire set.

Serving Order	SP	TEAM _____
I	8	1 8 2 2 2 6
II	3	
III	7	
 IV	1	1 1 1 1 L
V	8	
VI	4	5 4

The example shows that the libero has replaced starting players No. 6 and No. 1 several times. At some point, No. 2 substituted for No. 6, and the libero then replaced No. 2. In that instance, No. 2 must be the player who replaces the libero. If the coach does not want No. 2 to remain on the court, the coach must substitute for No. 2 (in the example, No. 6 was substituted for No. 2).

The libero also replaced No. 1 at some point in the set and served in that rotation (note the triangle around number **IV** under **Serving Order**). That is the only rotation in which the libero can legally serve for this entire set.

Libero Tracking in a Deciding Set

In a deciding set, a three-column section of the libero tracking sheet is used to accommodate the teams changing courts when one team has scored eight points. Before the teams switch courts, record libero replacements and substitutions in the far left column of the libero tracking sheet for the team that starts the set to the scorekeeper's left. Record replacements and substitutions in the middle column for the team that starts on the scorekeeper's right.

When the teams switch sides, move the last entry on each of the six lines from the far left column to the far right column labeled **CP** (which stands for "Current Player"). For the remainder of the set, use the middle column for

the team that is now on the scorekeeper's left, and the far right column for the team that is on the scorekeeper's right. See the example below.

SET 5															
TEAM: RED			L: 10			TEAM: BLUE			L: 3			TEAM: RED		L: 10	
Serving Order	SP		Serving Order	SP		Serving Order	CP								
I	8	2	I	8		I	2								
II	3		II	6		II	3								
III	7		III	4		III	7								
IV	1	L	IV	1		IV	L								
V	8		V	8	L	V	8								
VI	5		VI	5		VI	5								

EXPLANATION OF SCOREKEEPING EXAMPLE

In the example set described below, the graphics shown below each paragraph are the markings that the scorekeeper would enter in the scoring section for the serving team. The markings made in the running score and in the receiving team's scoring section are not shown here, but are described in the text. The completed scoresheet for this set appears on page 135. The completed Libero Tracking Sheet is shown on page 134.

Match Preliminaries

This is the first set of a match between two Division II teams, Mars and Venus. It is the third match of the Venus Invitational Tournament and is scheduled for 7 p.m. on Saturday, September 13, 2008, in Smith Arena. Before the first set of the match, the scorekeeper completes all heading information, and writes in the names of the referees, the scorekeeper, and the line judges. Enter the name of the line judge working on the first referee's side of the court on the first line, and the name of the line judge working on the second referee's side of the court on the second line.

Mars wins the coin toss and elects to serve first. Venus, the home team, has selected the court to the right of the scorekeeper, and thus is designated as Team B for this set, while Mars is designated as Team A. The scorekeeper enters the team names on the appropriate sides of the scoresheet, and circles the S in the box near Mars' **TEAM** name. The scorekeeper also circles the set number in the **SET** section at the bottom of the scoresheet.

Recording the Lineups

Using the lineup sheets, the scorekeeper writes the players' uniform numbers in serving order in the **PLAYERS' NUMBERS** column, starting with the serving team's (Mars) right-back (No. 7) on line **1**, and the receiving team's (Venus) right-front (No. 2) on line **1**. The assistant scorekeeper (AS) enters the lineups on the Libero Tracking Sheet (LTS) in the same order in the **Serving Order** column. The uniform number of each libero is written in the appropriate area at the top of the scoresheet and the LTS.

After the second referee checks the lineups to ensure the correct players are on the court in the designated rotation order, Mars' libero (No. 8) replaces No.4 in the back row, and Venus' libero (No. 6) replaces No. 9 in the back row.

The AS slashes the 4 on line **V** of the LTS on Mars' side and enters an **L** beside the slashed 4, indicating that Mars No. 4 has been replaced by the libero. On line **IV** of Venus' side of the LTS, the AS slashes the 9 and writes an **L** beside the slashed number, indicating that Venus No. 9 has been replaced by that team's libero.

Team <u>Venus</u>	Team <u>Mars</u>												
SET 1 Libero <u>6</u>	SET 1 Libero <u>8</u>												
Net _____	Net _____												
<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: center; border: 1px solid black; border-radius: 50%; width: 33%; height: 60px;">1</td> <td style="text-align: center; border: 1px solid black; border-radius: 50%; width: 33%; height: 60px;">4</td> <td style="text-align: center; border: 1px solid black; border-radius: 50%; width: 33%; height: 60px;">2</td> </tr> <tr> <td style="text-align: center; border: 1px solid black; border-radius: 50%; width: 33%; height: 60px;">9</td> <td style="text-align: center; border: 1px solid black; border-radius: 50%; width: 33%; height: 60px;">33</td> <td style="text-align: center; border: 1px solid black; border-radius: 50%; width: 33%; height: 60px;">8</td> </tr> </table>	1	4	2	9	33	8	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: center; border: 1px solid black; border-radius: 50%; width: 33%; height: 60px;">22</td> <td style="text-align: center; border: 1px solid black; border-radius: 50%; width: 33%; height: 60px;">5</td> <td style="text-align: center; border: 1px solid black; border-radius: 50%; width: 33%; height: 60px;">6</td> </tr> <tr> <td style="text-align: center; border: 1px solid black; border-radius: 50%; width: 33%; height: 60px;">4</td> <td style="text-align: center; border: 1px solid black; border-radius: 50%; width: 33%; height: 60px;">10</td> <td style="text-align: center; border: 1px solid black; border-radius: 50%; width: 33%; height: 60px;">7</td> </tr> </table>	22	5	6	4	10	7
1	4	2											
9	33	8											
22	5	6											
4	10	7											
Coach Signature <u>Steve Smart</u>	Coach Signature <u>Mary Moreno</u>												
Other Coaches <u>Sara Nelson</u>	Other Coaches <u>Beth Smart</u>												
_____	_____												
_____	_____												

Figure 4 - LINEUP SHEETS

Recording the Match

The set begins at 7 p.m. The time is recorded in the Time Set Started section.

Mars No. 7 serves, resulting in a loss of rally. A circle is drawn in Mars No. 7's scoring section when the serve is contacted. Record an **R** inside the circle when the referee indicates that Mars has lost the rally (Venus scores a point). Immediately slash point 1 in the Venus running score, and record a **1** with no other symbols in the scoring section for Venus No. 2. (The notations below each paragraph of this section are the symbols that should be recorded in the scoring section for each team as indicated.)

<i>Mars 1</i>	Ⓜ
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As Venus rotates, Venus No. 9 replaces the libero to play in the left-front position. The AS slashes the **L** on line IV of the LTS and enters a **9** beside it. Venus No. 2 serves for a point. When the serve is contacted, draw a circle in Venus No. 2's scoring section. Record a **2** inside the circle when the referee indicates the point scored by Venus, and circle the 2 in Venus' running score.

The next serve results in a loss of rally. Record an **R** inside the circle that was drawn when Venus No. 2 served (Mars scores a point). Immediately slash point 1 in the Mars running score, and record a **1** in Mars No. 6's scoring section.

<i>Venus 1</i>	1 Ⓜ Ⓜ
----------------	-------

The Venus libero replaces No. 2 in right back. The AS slashes the **2** on Venus' line I of the LTS and enters an **L** beside that notation. As Mars rotates, Mars No. 4 replaces the libero to play in the left-front position. The AS slashes the **L** on Mars' line V of the LTS and enters a **4** beside that notation. The scorekeeper does not record anything for the libero entries.

Venus' coach requests a substitution, No. 7 for No. 1. Record **Sx7/1** in Mars No. 6's scoring section, slash the number **1** in Venus' **PLAYERS' NUMBERS** column and write the substitute's number 7 to the immediate right of the slashed number **1**. Slash the number **1** in the **SUBSTITUTIONS** section under the scoring section. The AS records the substitution as well, slashing through Venus No. **1** and entering No. **7** on Venus' line **III** on the LTS.

Mars No. 6 serves, but a ball from another court enters the playing area, and the referees stop play. The first referee indicates a play-over. Record a **P** inside the circle that was drawn at the time of service.

After the first referee signals for serve again, but before service contact, the Mars coach asks the second referee for a substitution. The second referee does not whistle, but indicates that no substitution will be allowed. The referees charge the Mars coach with an improper request. On the first line of the **SANCTIONS** box, slash the **IR**, enter an **A** in the A/B column, and record the score (1-2).

Mars No. 6's next serve results in a loss of rally. Record an **R** inside the circle in Mars No. 6's scoring section, immediately slash point **3** in the Venus running score, and record a **3** on line **II** of the Venus scoring section.

<i>Mars II</i>	1 SX ⁷ / ₁ (P)(R)
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The Mars libero replaces Mars No. 6. On the LTS, the AS slashes the 6 on line **II** and enters an **L** beside it.

As Venus rotates, No. 2 replaces the libero in center back, but the Venus libero moves to the service area to replace Venus No. 4, who is the next server. No. 4 leaves the court. The AS slashes the **L** on line I of the LTS and enters a **2** beside that notation, then slashes the **4** on line **II** and enters an **L**.

When the libero serves, the AS draws a triangle around the **II** in the **Serving Order** column for Venus. On the scoresheet, draw a triangle around the **II** in the **Serving Order** column, indicating the only rotation where the Venus libero can serve for this entire set.

Venus libero (No. 6) serves into the net. When the libero contacts the service, draw a triangle rather than a circle on the second line of Venus' scoring section. Record an **R** inside the triangle and slash point **2** in the Mars running score and record a **2** on line III of Mars' scoring section.

<i>Venus II</i>	3 \triangle (R)
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Mars' coach requests two substitutions, No. 1 for No. 4 and No. 2 for No. 10. Mars No. 2 is designated as the new playing captain. Record **S 1/4 2/10** in Mars No. 5's scoring section, slash the number **4** in the box in the **PLAYERS' NUMBERS** column and write the substitute's number **1** to the immediate right of the slashed number **4**.

Slash number **10** and the **c** and write in **2c** to indicate the substitution and new playing captain. Slash **SUBSTITUTIONS** numbers **1** and **2**. The AS records the substitutions on the LTS as well, slashing **4** and entering **1**, and slashing **10** and entering **2**.

Mars No. 5 serves for a point. Record point **3** inside the circle drawn at the time of service and circle the 3 in Mars' running score column.

Mars No. 5 serves again, and the scorekeeper records another point, thinking that Mars won the rally. However, the scorekeeper looks up and sees Venus No. 7 ready to serve and realizes that the referee actually indicated a Mars loss of rally (point for Venus). Place a large **X** through circled point **4** in the scoring section, and record **R** in a circle immediately following, as though point 4 had never been recorded. In the Mars running score column, put an **X** through the circled point **4** and rewrite the number **4** on the outside of the running score column. Slash point **4** in the Venus running score, and record a 4 on line **III** of the Venus scoring section.

<i>Mars III</i>	2 S $1/4$ $2/10$ (3) (X) (R)
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Mars No. 4 enters the substitution zone while the ball is out of play and the second referee authorizes No. 4 to substitute for No. 1. Record S **4/1** in Venus No. 7's scoring section, slash the number **1** in the **PLAYERS' NUMBERS** column and write the substitute's number **4** to the immediate right of the slashed number **1**. Slash **SUBSTITUTIONS** number **4**.

Venus No. 7 serves into the net. Record an **R** in the circle in Venus No. 7's scoring section and immediately slash the hand-written point **4** in the Mars running score. Record point **4** on line **IV** of Mars' scoring section as well.

<i>Venus III</i>	4 S $X^{4/1}$ (R)
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Mars' coach requests one substitution, No. 3 for No. 22. Record **S 3/22** in the Mars scoring section, slash the number **22** and replace with number **3**, and slash **SUBSTITUTIONS** number **3**. The AS also records the substitution.

Mars No. 3's serve goes out of bounds. Record an **R** in the circle in Mars No. 3's scoring section, immediately slash point 5 in Venus' running score and record point **5** on line **IV** of Venus' scoring section.

<i>Mars IV</i>	4 S $3/22$ (R)
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Venus No. 4 replaces the libero in left back. The AS records the replacement by slashing the **L** on line **II** of the LTS, and recording a **4** beside it.

Venus coach requests two substitutions, No. 3 for No. 9 and No. 10 for No. 2. Record **S 3/9 10/2** in the scoring section, slash the players' numbers and replace with substitute numbers **3** and **10**. Slash two team **SUBSTITUTIONS**. The AS also records the substitutions.

Venus No. 3 serves a point. Record point **6** inside the circle drawn in Venus No. 3's scoring section and circle point **6** in Venus' running score.

Venus No. 3 serves again and a player from another court runs on the court to retrieve a ball and interferes with play. The referee calls a play-over. Record a **P** inside the next circle drawn at the time of service.

Mars No. 4 is upset by the referee's decision and complains loudly. The referee gives her a yellow card for misconduct. On the second line of the **SANCTIONS** box, record the number **4** in the **YC** column, record an **A** in the **A/B** column, and record the score with Mars' score first (4-6).

Venus No. 3 serves. Mars No. 4 is still upset by the last call and yells out to distract the Venus team during the ensuing volley. The referee stops play and issues a red card to Mars No. 4, awarding a point to Venus. Record point **7** in the circle already drawn and place a square around the circle to show the penalty was awarded in the middle of a rally. Draw a square around point 7 in Venus' running score column. On the next line of the **SANCTIONS** box, record the number **4** in the **RC** column, record an **A** in the **A/B** column, and record the score prior to the penalty point, **4-6**.

Mars coach requests and is granted a timeout. Record the timeout in Mars' top **Timeouts** box, located under the running score column, entering Mars' score first (4-7).

After the timeout, Venus No. 3 serves and Venus loses the rally. Record an **R** in the circle in Venus' scoring section, slash point 5 in Mars' running score, and record point **5** on line **V** of Mars' scoring section.

<i>Venus IV</i>	5 S ³ / ₉ ¹⁰ / ₂ ⑥Ⓟ⑦Ⓡ
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The Venus libero replaces No. 3. The AS slashes the **3** on Venus' line **IV** of the **LTS**, and enters an **L** beside it.

Mars coach requests a substitution, No. 22 for No. 3. Record the substitution in the scoring section, slash the player number, replace with the substitute's number, and slash **SUBSTITUTIONS** number 5. The AS records the

substitution on the LTS as well, slashing Mars No. **3** and entering Mars No. **22**.

Mars No. 6 replaces the libero, who is rotating to left front. The AS slashes the **L** on line **II** of the LTS and records **6** beside that notation. The libero moves directly to the serving area, and Mars No. 4 (the next Mars server) leaves the court. The AS slashes the **4** on line **V** of the LTS and records an **L** beside it.

The Mars libero serves for a point. When the libero serves, the AS draws a triangle around the **V** in the **Serving Order** column for Mars. On the scoresheet, draw a triangle around the **V** in the **Serving Order** column, indicating the only rotation where the Mars libero can serve for this entire set. When the libero contact the service, draw a triangle rather than a circle on line **V** of Mars' scoring section. Record point **6** in the triangle. Draw a triangle around point **6** in Mars' running score.

The Mars libero serves out of bounds. Record an **R** that is drawn when the libero contacted the serve. Slash point **8** in the Venus running score and record an **8** on line **V** of Venus' scoring section.

<i>Mars V</i>	5 S ²² / ₃ \triangle 6 \triangle R
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Venus No. 33 serves and Venus loses the rally. Record an **R** in the circle drawn in Venus No. 33's scoring section, slash point 7 in Mars' running score, and record point **7** in Mars' scoring section.

<i>Venus V</i>	8 (R)
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Mars' coach requests a substitution, No. 10 for No. 2. Record the substitution with the usual three steps: write **S 10/2** in the scoring section, slash the player number and the **c**, replace with the substitute's number, and slash the next **SUBSTITUTIONS** number. No. 10 was the original captain and will always be the designated playing captain when she is on the court. Therefore, a **c** should be written beside No. 10. The AS also records the substitution.

Mars No. 10 serves and Mars loses the rally. Record an **R** in the circle drawn when the serve was contacted. Slash point **9** in Venus' running score and record point **9** in Venus' scoring section.

<i>Mars VI</i>	7 S ^{10/2} (R)
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Venus No. 8 serves a point. Record the 10th point in the circle and in Venus' running score.

Mars' No. 3 enters the substitution zone while the ball is out of play, and the second referee whistles to acknowledge the substitution request. Mars No. 3 enters the court as a substitute for No. 6. The scorekeeper immediately notifies the second referee about the wrong position entry. The referees assesses Mars a team delay sanction. On the next line of the SANCTIONS box, record a **D** (for Delay) in the YC column, enter an **A** in the A/B column, and record the score (7-10).

Mars coach requests and is granted a timeout. The score of **7-10** is recorded in the second box for the Mars team in the **Timeouts** section.

After the timeout, Venus No. 8 serves again, and Venus loses the rally. Record an **R** in the circle in Venus' scoring section.

<i>Venus VI</i>	9 (10) (R)
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This completes the first round of serves for all players. The scorekeeper uses a red pen to slash point **8** in Mars' running score and to record point 8 in Mars' scoring section on line 1. The red pen is also used for the entire second round of serves.

Mars No. 7 serves and Mars loses the rally. Record an **R** in the circle in Mars No. 7's scoring section and slash point **11** in Venus' running score. Record point **11** in Venus' scoring section on line 1.

<i>Mars I</i>	8 (R)
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Venus rotates, moving Venus No. 10 to the right-back serving position. Since the Venus libero's current position is moving to the front row, she must be replaced, and Venus No. 3 is the only player that may replace her. No. 3 enters the court, replacing the libero. The AS marks the replacement on the LTS.

Venus coach requests a substitution, No. 1 for No. 7. Record the substitution with the usual three steps: write **S 1/7** in the scoring section, slash the player number, replace with the substitute's number, and slash the next **SUBSTITUTIONS** number. The AS also records the substitution on the LTS.

Venus No. 10 serves into the net. Record an **R** in the circle in Venus No. 10's scoring section and slash point **9** in Mars' running score. Record point **9** in the scoring section for Mars No. 6.

<i>Venus I</i>	11 S ^{1/7} (R)
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The Venus libero replaces No. 10 in right back. The AS slashes the **10** on Venus' line I of the LTS, and enters an **L** beside it.

Mars rotates and Mars No. 4 replaces the libero in left front. The AS slashes the **L** on Mars' line **V** of the LTS, and enters a **4** beside it.

Mars coach requests a substitution, No. 9 for No. 22. Both the scorekeeper and the AS record the substitution on their respective forms.

Venus coach requests a substitution, No. 12 for No. 33. Record the substitution with the usual three steps: record the substitution in the scoring section, slash and replace the player number, and slash Venus' **SUBSTITUTIONS** number **5**. The AS also records the substitution.

Mars' No. 6 serves and scores a point. Record point **10** in the circle and circle point **10** in Mars' running score.

Mars No. 6 serves again and Mars loses the rally. Record an **R** in the second circle drawn. Record point **12** in Venus' running score and scoring section.

<i>Mars II</i>	9 S ^{9/22} S _X ^{12/33} (10)(R)
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The Mars libero replaces No. 6 in right back. The AS records the replacement on the LTS.

Venus No. 10 replaces the Venus libero and the libero leaves the court. The AS records the replacement on the LTS. Venus No. 10 immediately reports to the sideline to meet Venus No. 2 who has entered the substitution zone. The second referee whistles and authorizes the substitution. Both the scorekeeper and the AS record the substitution of No. 2 for No. 10.

Venus No. 2 serves the ball instead of the correct server, Venus No. 4. The scorekeeper should know the wrong server is going to serve, but must wait until the illegal service actually occurs. As soon as No. 2 contacts the ball for service, the scorekeeper sounds a horn or whistle (or verbally notifies the second referee). No circle is drawn for the illegal service (if a circle is drawn in error, the scorekeeper writes an **X** through it).

A loss of rally (**R**) is recorded in a square in the scoring section on the line for the player who should have served (No. 4), and point 11 is slashed in Mars' running score and written in Mars' scoring section (line III) with no other associated symbol. On the next line of the **SANCTIONS** box, record **2** (the incorrect server) followed by **4** (the player who should have served) in the WS column, enter a **B** in the **A/B** column, and record the score, noting the score of the team at fault first (**12-10**).

<i>Venus II</i>	12 S ² / ₁₀ R
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The Venus libero replaces Venus No. 4. The AS records the exchange.

Mars' coach requests a substitution, No. 2 for No. 10. Mars No. 2 is again designated as the playing captain. Record the substitution in the usual manner (notation in the scoring section, slash and replace the player number, and slash Mars' **SUBSTITUTIONS** number 8). The AS also records the substitution.

Mars No. 5 serves for a point, (point 12). No. 5 serves again and Mars loses the rally. Record point **12** in the first circle drawn (circle point **12** in Mars' running score) and an **R** in the second circle drawn (record point **13** in Venus' running score and scoring section).

<i>Mars III</i>	11 S ² / ₁₀ (12) (R)
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Venus coach requests a substitution, No. 16 for No. 8. Record the substitution in the usual manner (notation in the scoring section, slash and replace the player number, and slash Venus' **SUBSTITUTIONS** number 6). The AS also records the substitution.

No. 1 is designated as floor captain. On the scoresheet, write a small **c** next to number **1** in the **PLAYERS' NUMBERS** column.

Venus No. 1 serves and Venus loses the rally. Record an **R** in the circle and record point **13** in Mars' running score and scoring section.

<i>Venus III</i>	13 S ¹⁶ / ₈ (R)
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Venus' coach requests two substitutions, No. 33 for No. 12 and No. 9 for No. 3. Record each substitution in all three locations (notation in scoring section, slash and replace the players' numbers, and slash Venus' **SUBSTITUTIONS** numbers **8** and **9**). The scorekeeper informs the second referee that Venus has used their ninth team substitution. The AS also records the substitutions.

Mars No. 9 serves and Mars loses the rally. Record an **R** in the circle and record point **14** for Venus in both the running score and the scoring section.

<i>Mars IV</i>	13 SX ³³ / ₁₂ ⁹ / ₃ (R)
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Venus No. 9 serves and loses the rally. Record an **R** in the circle drawn, and record point **14** for Mars in both the running score and the scoring section.

<i>Venus IV</i>	14 (R)
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The Mars libero is replaced by Mars No. 6. The libero moves directly to the right back position, and Mars No. 4 leaves the court. The AS records both replacements.

The Mars libero serves into the net. Record an **R** in the triangle drawn and record point **15** for Venus in both the running score and the scoring section.

<i>Mars V</i>	14 (R)
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Venus No. 4 replaces the Venus libero. The AS records the replacement.

Venus No. 33 serves for a loss of rally. Record an **R** in the circle drawn and record point **15** for Mars in both places.

Venus V 15

<i>Venus V</i>	15 (R)
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The Venus libero replaces Venus No. 9. The AS records the exchange.

Mars coach requests a substitution, No. 10 for No. 2. Record the substitution as before, marking No. 10 as the current captain. The scorekeeper informs the second referee that Mars has used their ninth team substitution. The AS also records the substitution.

Mars No. 10 serves for a point. Record point **16** in the circle and circle point **16** in Mars' running score.

The Venus coach requests and is granted the team's first timeout. Record the timeout in the top Timeouts box located under Venus' running score column, writing Venus' score first (15-16).

After the timeout, Mars No. 10 serves into the net. Record an **R** in the circle, and record point **16** for Venus.

<i>Mars VI</i>	15 S ^{10/2} (16) (R)
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Venus No. 16 serves and Venus loses the rally. Record an **R** in the circle drawn on Venus' line VI.

<i>Venus VI</i>	16 (R)
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This completes the second round of serves for all players. The scorekeeper uses a blue or black pen to slash point **17** in Mars' running score and record point **17** on line **I** of Mars' scoring section, and continues to record the entire third round of serves in blue or black.

Venus No. 9 replaces the Venus libero. The AS records the exchange.

Mars No. 7 serves and Mars loses the rally. Record an **R** in the circle, and record point **17** for Venus.

<i>Mars I</i>	17 (R)
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Venus No. 2 serves, and Venus loses the rally. Record an R in the circle and record point 17 for Mars.

<i>Venus I</i>	17 (R)
----------------	--------

The Venus libero replaces Venus No. 2 in right back. The AS records the replacement.

Mars rotates, and Mars No. 4 replaces the Mars libero. The AS records the exchange.

Venus' coach requests a substitution, No. 12 for No. 33 Record the substitution in the three usual places on the scoresheet. The AS also records the substitution. The scorekeeper notifies the second referee that this is Venus' tenth substitution.

Mars No. 6 serves and Mars loses the rally. Record an **R** in the circle and record point **18** for Venus.

<i>Mars II</i>	18 Sx ^{12/33} (R)
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Mars No. 6 is replaced by the Mars libero. The AS records the replacement.

As Venus rotates, No. 2 replaces the libero in center back, but the Venus libero moves to the service area to replace Venus No. 4, who is the next server. No. 4 leaves the court. The AS records both replacements.

The Venus libero serves for point 19. Record the point in a triangle in the Venus scoring section, and draw a triangle around point **19** in Venus running score.

Venus No. 4 replaces the Venus libero. The AS records the replacement.

Venus No. 4 serves and Venus wins the rally. Record point **20** in a circle in Venus' scoring section, and circle point **20** in the Venus running score.

Venus No. 4 serves again and Venus loses the rally. Record an **R** in the circle in Venus' scoring section, and record point **19** for Mars.

<i>Venus II</i>	18 19 20 (R)
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The Venus libero replaces No. 4. The AS records the replacement.

Mars No. 5 serves, and Mars loses the rally. Record an **R** in the circle, and record point **21** for Venus.

<i>Mars III</i>	19 (R)
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Venus No. 1 serves for a loss of rally. Record an **R** in the circle and record point **20** for Mars.

<i>Venus III</i>	21 (R)
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Venus' No. 33 enters the substitution zone while the ball is out of play and the second referee authorizes No. 33 to substitute for No. 12. Both the scorekeeper and the AS record the substitution as usual. The scorekeeper notifies the second referee that this is Venus' eleventh substitution.

After the second referee has authorized Venus No. 33 to enter the court and the first referee is preparing to beckon, the Venus coach tells the second referee that he wants another substitution. The second referee does not whistle, but indicates to the coach that a second substitution is not allowed.

The referees assess an improper request to Venus. On the next line of the SANCTIONS box, slash the **IR**, enter a **B** in the A/B column and record the score (**21-20**).

Mars No. 9 serves and at the end of that rally, the referee indicates that Mars lost the rally, which the scorekeeper immediately records. However, the line judge later shows a touch on a Venus player, and the referee changes the decision to a point. When the referee first signals the loss of rally, the scorekeeper records an **R** in the circle, slashes point **22** in Venus' running score, and writes **22** on line **IV** of Venus' scoring section.

When the referee then indicates the mind change and signals a point for Mars instead, the scorekeeper:

- Slashes the circle containing the **R**.
- Records an **M** beside it.
- Records point **21** in a square in the scoring section for Mars No. 9.
- Circles point **21** in Mars' running score.

In Venus' running score, the scorekeeper crosses out point **22** (which has already been slashed) with an **X** over the **22**, and writes an **M** just to the right of the numeral. The **22** that had already been entered in line **IV** of Venus' scoring section is also crossed out with an **X**.

Mars No. 9's second serve goes out of bounds. Record an **R** in the circle drawn in Mars No. 9's scoring section and slash the hand-written **M** beside the 22nd point in Venus' running score to indicate that the 22nd point has now been scored. Also, rewrite the **22** on line **IV** of Venus' scoring section.

<i>Mars IV</i>	20 Sx ³³ / ₁₂ (R) M 21 (R)
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Venus No. 9 serves and Venus loses the rally. Record an **R** in the circle for Venus and record point **22** for Mars.

<i>Venus IV</i>	22 (R)
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Mars No. 6 replaces the Mars libero. The AS records the replacement.

Mars No. 4 serves. During the ensuing rally, Mars No. 7 is injured as the ball hits the floor in Venus' court; the referee indicates that Mars won the rally. Record point **23** for Mars in both the scoring section and the running score.

It is determined that Mars No. 7 is not able to continue play. Since Mars has no players on the bench who have not previously played in this set, a substitute who has already played in another position may replace the injured player as an exceptional substitute.

Mars coach substitutes No. 3 (who has already played in another position in this set) for injured No. 7. This does not count as a team substitution even though the team has not used all 12 allowable substitutions. Record **S 3/7** in

Mars No. 4's scoring section, and circle that notation to indicate that it is an exceptional substitution. Circle No. 7's number in the **PLAYERS' NUMBERS** column to indicate that she cannot return to this set. Enter No. 3's number next to it. Since there is no column in the **SANCTIONS** box for exceptional substitutions, record the event in the **COMMENTS** section by writing **23-22, Exceptional sub, Mars No. 3 for injured No. 7.**

Mars coach requests a third timeout; the referee appropriately awards a team delay penalty, since a team delay warning had been given earlier in the set. On the next line of the **SANCTIONS** box, record a **D** (for Delay) in the **RC** column, enter an **A** in the A/B column, and record the score (**23-22**). Record the penalty point by drawing a square in Mars No. 4's scoring section and recording an **R** in it. Draw a square around point **23** in Venus running score, and recording point 23 in Venus No. 33's scoring section, with no other symbols.

<i>Mars V</i>	22	Ⓣ3	Ⓢ ^{3/7}	Ⓡ
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Mars No. 4 explodes with a stream of abusive language. The referee holds up red and yellow cards in the same hand, expelling Mars No. 4. Since there is no column in the **SANCTIONS** box for expulsions, record the expulsion in the **COMMENTS** section by writing **23-23, Expulsion, Mars No. 4.**

The Venus team receives a penalty point because of the expulsion. Record point **24** in a square in Venus No. 33's scoring section and draw a square around point **24** in Venus' running score.

The Venus team is allowed to substitute No. 1 for expelled No. 4. Record the substitution in the usual manner on the scoresheet and the LTS. The scorekeeper notifies the second referee that Mars has used 10 team substitutions.

Venus No. 33 serves for a point. Record point **25** in the circle drawn on Venus' line V in the scoring section, and circle point **25** in the running score.

<i>Venus V</i>	23	Ⓢ ^{1/4}	Ⓣ25
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The time is 7:28. The scorekeeper uses a blue or black pen to note the **Time Set Finished** at the top of the scoresheet, and then records the **WINNING TEAM**, the **LOSING TEAM**, and their scores in the lower right part of

the scoresheet. The scorekeeper checks the scoresheet carefully to ensure its completeness, and then signs the scoresheet.

LIBERO TRACKING SHEET

TEAM: MARS		L: 8	SET	TEAM: VENUS		L: 6
Serving Order	SP	Serving Order		SP		
I	7 3		1	I	2 7 2 10 2 10 2 2	
II	6 7 6 7 6 6			II	4 7 4 7 4 7 4	
III	5			III	7 7 1	
IV	22 3 22 9			IV	9 7 9 3 7 3 9 7 9	
V	4 7 4 7 4 7 4 7 4 7 4 1			V	33 12 33 12	
VI	10 2 10 2 10			VI	8 16	

Figure 5 - LIBERO TRACKING SHEET

Deciding Set Scorekeeping Procedures

Following is a sample scoresheet showing the scoring procedures that are used during the deciding set of a match, or during any set in which the teams switch sides. When teams switch sides in a set, the scorekeeper uses a deciding set scoresheet. Information for the team starting on the left court is written on the left side of the scoresheet and continues on the right of the scoresheet when the teams change courts, which occurs when the first team has scored eight points.

Recording Duplicate Information

Because minimum time is available between serves, the scorekeeper records some of the information for Team A (the team that starts on the scorekeeper's left) on both sides of the scoresheet before the set and as the set progresses. This information includes the starting lineup, substitutions, timeouts and the running score. Except for the last action of the team that moves from the left court to the right court, the information in the far left scoring section is not repeated on the right side of the scoresheet.

Changing Courts

During the court change, the scorekeeper verifies that the required information from the far left is repeated on the far right:

- Points are marked in both running score columns for Team A.
- Substitutions are repeated in the PLAYERS' NUMBERS column.

- The SUBSTITUTIONS numbers are slashed.
- Timeout scores are recorded.

Notations for the libero serving are recorded in the same manner as in non-deciding sets.

Sample Deciding Set

The following example, which consists of a partial set, uses the deciding set scoresheet. In the sample set, the Blue team won the coin toss and elected to serve first. The Silver team selected the court to the scorekeeper's left. The scorekeeper has recorded all heading information and entered the lineups in all three scoring sections, as shown on the sample scoresheet. (See Page 140.)

Blue No. 2 serves twice, resulting in points 1 and 2. Record points **1** and **2** inside the first two circles drawn in Blue No. 2's scoring section. Circle points **1** and **2** in the running score column for Blue (Team B), which is just to the right of Blue's scoring section.

Blue No. 2 serves again and Blue loses the rally. Record an **R** in the third circle in Blue No. 2's scoring section. Immediately slash point **1** in both running score columns for Silver (Team A) on the left and far right sides of the scoresheet, and record point **1** on line **I** of Silver's scoring section on the left side only.

<i>Blue 1</i>	① ② ③
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Silver No. 17 serves and Silver wins the rally. Record point **2** in the first circle drawn in Silver No. 17's scoring section on the left side of the scoresheet, and circle point **2** in both of Silver's running score columns (left and far right).

Silver No. 17 serves again and Silver loses the rally. Record an **R** in the second circle in Silver No. 17's scoring section on the left and slash point 3 in Blue's running score column. Record point **3** on line **II** of Blue's scoring section.

<i>Silver 1 (left)</i>	① ② ③
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Silver's team captain requests a substitution, No. 11 for No. 4. The scorekeeper records the substitution in Blue No. 8's scoring section (**Sx 11/4**). On both the far left and the far right of the scoresheet, slash the number **4** in Silver's **PLAYERS' NUMBERS** column and write the substitute number **11** to the immediate right of the slashed number **4**. On both the far left and far right of the scoresheet, slash the first team substitution (under the scoring section) for Silver.

Blue No. 8 serves for two points, but Blue loses the rally after the third serve by No. 8. Record points **4** and **5** in the first two circles, circle points **4** and **5** in Blue's running score column, and record an **R** in the third circle. Slash point **3** in Silver's running score columns on both sides and record point **3** on line **II** of Silver's scoring section on the left only.

<i>Blue II</i>	3 S ^{11/4} (4) (5) (R)
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Blue's captain requests and is granted a timeout. The timeout score, **5-3**, is recorded in the Blue (Team B) **Timeouts** box below Blue's running score column. The timeout offers a good opportunity for the scorekeeper to check the scoresheet to make certain all of Silver's substitutions and timeouts are recorded on both the left and right sides of the scoresheet.

Silver No. 1 serves for three points. Record points **4**, **5** and **6** in circles in Silver No. 1's scoring section on the left side of the scoresheet. Circle points **4**, **5**, and **6** in Silver's running score on both sides of the scoresheet.

The next serve does not cross the net. Record an **R** in the circle in Silver No. 1's scoring section on the left side of the scoresheet. Slash point **6** in Blue's running score column and record point **6** on line **III** of Blue's scoring section.

<i>Silver II (left)</i>	3 (4) (5) (6) (R)
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Silver coach requests two substitutions, No. 4 for No. 11 and No. 18 for No. 1. Record the substitutions in Blue's scoring section. On both the far left and far right of the scoresheet, slash the appropriate **PLAYERS' NUMBERS** and replace with the substitute's numbers. Slash the **2** and **3** in Silver's **SUBSTITUTIONS** section on both the far left and the far right.

Blue No. 10 serves and Blue wins the rally for point 7. Record the point in a circle in Blue No. 10's scoring section and circle point 7 in Blue's running score column.

Silver's coach requests and is granted a timeout. The timeout score, **6-7**, is recorded in the Silver (Team A) **Timeouts** boxes on both the far left and far right of the scoresheet below Silver's running score columns.

After the timeout, Blue No. 10 serves and Blue wins the rally for point 8. Record the point in a circle in Blue No. 10's scoring section and circle point 8 in Blue's running score column.

<i>Blue III</i>	6 Sx ^{4/11} 18/1 (7)(8)
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The first referee signals for the teams to change courts. Re-write the final action for the team that changes from the court on the scorekeeper's left to the court on the scorekeeper's right in the corresponding location in the far right scoring section. In this example, the final circled **R** on line **II** for Silver No. 1/No. 18 is the final action for that team, and should be re-written on line **II** on the far right side.

<i>Silver II (right)</i>	(R)
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Before play continues after the change of courts, the scorekeeper checks to make certain all appropriate information for the Silver team is recorded on both the left and right sides of the scoresheet (including player and substitution numbers, scores for timeouts, and team substitutions).

When play resumes, Blue No. 10 serves again and Blue loses the rally. Record an **R** in the next circle. Slash point 7 in Silver's running score on the far right only, and record point 7 on line **III** of Silver's scoring section on the far right only.

<i>Blue III</i>	6 Sx ^{11/11} 18/1 (7)(8)(R)
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Silver's coach requests a substitution, No. 6 for No. 9. Silver No. 3 is designated as the new captain. Record the substitution in Silver's scoring section on the far

right only, slash the **PLAYERS' NUMBERS** on the far right only, and slash team **SUBSTITUTION** number **4** on the far right only.

Silver No. 7 serves and Silver wins the rally for a point. Silver then loses the rally after No. 7's second service. Record point **8** in Silver's scoring section and running score on the far right only. In the second circle drawn, record an **R**. Slash point **9** in Blue's running score column, and record point **9** in Blue's scoring section.

<i>Silver III (right)</i>	7 S ⁶ / ₉ ⑧ ⑨
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This scoring procedure is continued throughout the remainder of the set. No subsequent information is recorded for Silver in the far left section of the scoresheet.

2008

Rules Interpretations

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

A complete casebook of additional rulings, searchable by key word, is available on the PAVO Web site.

The following abbreviations apply to casebook 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
IR	Improper Request	TD	Team Delay
IRC	Individual Red Card Penalty	IYC	Individual Yellow Card Warning

RULE 1

Facilities and Equipment

SITUATION 1: During the pre-match inspection, the referees note that there is a gap between two sets of bleachers at one end of the playing area. If a player prepared to serve from the area between the bleachers, not all opponents would be able to view that player. **RULING:** The referees inform the host administration and both teams that the area between the two sets of bleachers will not be a playable area. (See Rule 1.1).

SITUATION 2: During the match, a cameraman is located in the gap 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 is legal. The intent of Rule 1.1.1.2 is to restrict media personnel and equipment from the playable area in front of the score table and team bench, including the warm-up area. If there is a gap between the table and the benches, the gap is a non-playable area, and media can be located there.

SITUATION 2: The center line at the playing site has a section that is made up of a series of 10 cm (4 inch) lines, separated by 5 cm (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 3: 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 4: 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.)

RULE 2

The Net and Related Equipment

SITUATION 1: During the pre-match 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 referees instruct the host administration to remove the net sleeve. (See Rule 2.1.1.1.)

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

SITUATION 3: During the pre-match inspection, the first referee notices that the net antennas are secured with exposed metal fasteners. **RULING:** The referees instruct the host administration to cover the fasteners to minimize the chance of injury to match participants. (See Rule 2.2.1.2)

SITUATION 4: The distance between the net pole and the sideline is only 2 ½ feet. **RULING:** The facility is legal. Only facilities constructed after 2008 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: Balls that differ in color are not allowed. 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 over the bleachers, and then falls into the bleachers. **RULING:** This action is a fault. When the ball is over a non-playable area, S4 must be in contact with the playing surface when she contacts the ball. (See Rule 4.1.2.)

SITUATION 2: In a match where Rule 15.1.1.1 (“pursuit rule”) is in effect, R2 legally retrieves a ball from the opponent’s free zone. On the return path, the ball contacts the first referee. **RULING:** When the first referee interferes with a legitimate effort to play the ball, a replay results. (See Rule 4.2.4.)

SITUATION 3: 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 warm-up area (approximately 2.5 meters (8 feet) from the sideline extended) 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: Substitutes for Team S are at the end of the team bench and approximately 2 meters (6 feet, 6 inches) from the sideline. The line judge near the team bench is instructed to take a position along the extended end line to watch for foot faults, and the substitutes' position inhibits that movement. **RULING:** The referees direct the substitutes to move closer to the team bench to allow the officials to perform their duties. (See Rule 5.2.2.1.)

SITUATION 3: During the match, a substitute from one team leaves the bench area to ride an exercise bicycle that is in a non-playable area. **RULING:** The referees allow the player to attend to this medical necessity. (See Rule 5.2.2.2.)

SITUATION 4: During play, the Team R coach stands nearer to the court than the imaginary 1.75 meter boundary described in Rule 5.2.4.1. **RULING:** On the first occurrence, as a courtesy, the referees may request that the coach remains 1.75 meters from the court while the ball is in play, which is the distance from the sideline to the outside edge of the attack line extension. Failure to comply with this rule results in a team delay. (See rule 5.2.4.1.)

SITUATION 5: The scorekeeper'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 scorekeeper'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 6: The home team coach disagrees with a ball handling decision by the first referee. During a dead ball, the coach enters the substitution zone to discuss the first referee's judgment with the second referee. **RULING:** The first referee assesses an individual sanction to the coach for disruptive coaching. Coaches may not affect the tempo of the contest by entering the substitution zone to discuss or comment on judgment decisions. (See Rule 5.2.4.3 and 6.1.4.9.)

SITUATION 7: After the first referee whistles a back row attack fault, both an assistant coach and the head coach approach the second referee asking for an explanation. **RULING:** One coach is allowed to ask for a clarification of a ruling that does not involve a judgment call. At the referee's discretion, either the head coach or the second coach entering the discussion is assessed an individual sanction. (See Rule 5.2.4.3.)

SITUATION 8: The coach requests a substitution from the warm-up area at the end of the bench. **RULING:** The substitution request is denied and an improper request is recorded on the scoresheet at the end of the rally (See Rule 5.2.4.4.)

RULE 6

Individual and Team Sanctions

SITUATION 1: A coach is disqualified from a home match on Friday night, and leaves the playing and spectator areas. The team's next match is on 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 warm-up periods. (See Rule 6.1.2.4.4.)

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: Early in the second set of the match, Team R's Player No. 8 is expelled. Later in the same set, the second referee notices Player No. 8 approaching the substitution zone while the ball is out of play. **RULING:** If the second referee can prevent ("wave off") or ignore the substitution request without acknowledging it, play continues and an improper request is assessed at the end of the next rally. However, if the player enters the substitution zone and the request is acknowledged (whistled) by the referee(s), a team delay is assessed (See Rule 6.2.2.7.)

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 noted 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 team 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 team delay sanction. Later in the same set, the Team R coach requests the 13th 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 team delay sanction has been assessed in the current set. (See Rule 6.2.3.1.)

SITUATION 6: While the ball is out of play, a Team S player enters the substitution zone, and the second referee whistles to acknowledge the request. Immediately after whistling, the second referee notices that the substitute attempting to enter has number “0” on her jersey. **RULING:** The numeral “0” is illegal, so the substitution is denied. Since the improper substitution request was acknowledged by the second referee, a team delay sanction is assessed. (See Rule 6.2.3.3.)

SITUATION 7: At the end of a timeout, Team S is still in discussion at the team bench after the referee(s) have whistled the warning at 45 seconds, whistled to indicate the end of the timeout, and verbally instructed the team to return to play. **RULING:** A team delay sanction is assessed when a team prolongs a timeout and delays in returning to play. (See Rule 6.3.2.6.)

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 sanction to S3. No other individual sanctions have been assessed to Team S in this set. **RULING:** To assess the individual sanction, the first referee displays a yellow card, using the whistle as necessary to ensure that the second referee and scorekeeper 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: Team R’s assistant coach drops her clipboard to the floor in response to the first referee’s ball handling decision. No individual sanctions have been assessed in this set. **RULING:** The first referee assesses an individual sanction to the Team R assistant coach. The first referee displays a yellow card, whistling if necessary to ensure the second referee and scorekeeper are aware that the sanction has been assessed. The second referee goes to the Team R bench and clearly informs a designated coach that the sanction was assessed to the assistant coach. The second referee also ensures that the sanction is recorded correctly on the scoresheet. (See Rule 6.4.2.2.)

RULE 7

Players' Equipment

SITUATION 1: Most of the players' uniforms for Team S have short sleeves, but two players' uniforms have long sleeves. Other than sleeve length, the uniforms are identical. **RULING:** Uniforms with differing sleeve lengths are illegal. The players with long sleeves will not be allowed 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: 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' uniforms must be identical. The player wearing the patch is not in a legal uniform unless all of her teammates have the same commemorative insignia on their uniforms. (See Rule 7.1.3.2.)

SITUATION 4: 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, eye glasses, etc. If such equipment falls to the playable area and play must be stopped for safety purposes, the rally is played with no penalty or sanction assessed. (See Rule 7.2 and 11.3.1.)

SITUATION 5: During a set, the referee discovers that a Team R player on the court is wearing a yellow soft plastic bracelet. **RULING:** Team R is assessed a team delay sanction and the player must remove the bracelet. String bracelets, commemorative bracelets, and body jewelry are considered jewelry and may not be worn. (See Rule 7.2.2.)

SITUATION 6: A Team S player attempts to enter the court wearing a metal splint on her thumb, covered with foam padding held on by a soft

elastic bandage. **RULING:** The splint is legal, assuming the padding is approximately 1/2-inch thick and all edges are covered. (See Rule 7.2.4.1.)

SITUATION 7: During the pre-set warm-up, the referees determine that Team R has illegal uniforms because player No. 10 is wearing black shorts and the rest of the team is wearing navy blue shorts. **RULING:** The referees inform the Team R coach that player No. 10 will not be allowed to enter the court in shorts that are not identical to the rest of the team. If player No. 10 attempts to substitute into the set while wearing black shorts and the substitution request is acknowledged (whistled), the substitution is denied and a team delay sanction is assessed. (See Rule 7.3.2.)

RULE 8

Scoring and Duration of Matches

SITUATION 1: Team R is late in returning to the court after the intermission between the second and third sets. At the time the referees whistle to indicate the end of the interval between sets, the Team R 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: Since the lineup was due 30 seconds before the expiration of the interval between sets, a team delay warning is assessed for that infraction. (See Rule 6.3.2.1.) Another team delay is assessed when the referees whistle to end the interval and direct the teams to the court for the third set; that results in a team delay penalty, since a team 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 team delay penalty is assessed (the score is now 2-0 in favor of Team S), and 30 seconds later, a third team delay penalty is assessed (the score is now 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 between the second and third sets, set three is defaulted, and the interval between the third and fourth sets begins. (See Rule 8.4.2.2.)

SITUATION 2: Because of transportation difficulty, Team R has only five players present at the 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 postpone the match for a reasonable amount of time. If not, the first set is defaulted at match time (if the referees are prepared to start the match) 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 can call its two allotted 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 warm-up time on the court, and the set will begin. (See Rule 8.5.2 and Rule 9.1.1.)

RULE 9

Protocols

SITUATION 1: In a tournament situation, the host administration notifies the participating teams that the warm-up 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 pre-match protocol rules may be reduced in tournament situations or, if both coaches agree, when a match follows another scheduled activity in the facility, to a minimum of 10 minutes. (See Rule 9.1.1.1.)

SITUATION 2: During Team R's four-minute period for exclusive use of the court, Team S is practicing passing in an area on the playable surface, 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 3: The facility has a nearby auxiliary court separate from the competition court. During the 41 minutes of shared warm-up, the home team moves to use the entire auxiliary court for its warm-up, leaving the visiting team to use only half of the competition court. **RULING:** The referees 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 4: The visiting team sends the team manager to the pre-match coin toss. **RULING:** Allowed. Any team representative may attend the pre-match conference with the referees and participate in the coin toss (See Rule 9.1.3.)

SITUATION 5: Substitutes are standing in front of the bench between the attack line and the end line. **RULING:** The referee instruct the substitutes to be seated on the bench or move to the warm-up area. (See Rule 9.2.2 and Rule 1.3.4.)

RULE 10

Team Lineup and Rotation Order

SITUATION 1: When the lineup is submitted, the second referee and scorekeeper notice that no libero player is indicated on the lineup sheet.

RULING: A team is not required to designate a libero. However, if no libero is designated on the lineup, no libero will be allowed to enter in that set. If a libero does attempt to enter and is discovered before play begins, a team delay is assessed. If a libero is on the court when a serve is contacted, a position fault results. As a courtesy, before final acceptance of the lineup sheet, the second referee may confirm with the coach whether or not a libero will be used and allow the coach to designate the libero's number before the set begins. (See Rule 10.1.1.3.)

SITUATION 2: When the lineup is submitted, the second referee and scorekeeper notice that a captain has not been designated. **RULING:** One player on the court or the libero must be designated as the captain. The second referee will ask the coach to identify the captain's number. (See Rule 10.1.1.4.)

SITUATION 3: Player No. 3 on Team S substitutes into the set for player No. 8. After the substitution, S1 serves for two points. S1 serves a third time, and Team S loses the rally. Team R serves a point, and it is then discovered that No. 3 was in the wrong service order for Team S. **RULING:** The position fault is corrected; player No. 8 returns to the court and player No. 3 leaves the court. The substitution 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 instead. (See Rule 10.3.2.)

RULE 11

Set Interruptions

SITUATION 1: 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 both allowed timeouts. **RULING:** The request is denied and a team delay sanction is assessed. If it is Team S's first team delay sanction of the set, a team delay warning (yellow card) is assessed. If a team delay warning has already been assessed to Team S in this set, a team delay penalty (red card) is assessed and the opponent is awarded a point. (See Rule 11.1.1.1.)

SITUATION 2: 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 grants the timeout to Team R and informs 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 and libero replacements can occur. (See Rule 11.1.4.2.)

SITUATION 3: An incoming substitute for Team S clearly enters the substitution zone. The second referee whistles to acknowledge the request, but the Team S coach refuses to complete the substitution. **RULING:** The substitution must either be quickly completed or a team delay sanction is assessed to Team S. No additional substitution requests will be accepted until the next time the ball is out of play or a timeout is granted to either team. (See Rule 11.2.3.2.5.)

SITUATION 4: A Team R substitute enters the substitution zone and the second referee whistles to acknowledge the request. A second Team R substitute waits to enter the substitution zone near the extended attack line. At the same time that the second referee authorizes the first substitution, the coach instructs the second substitute to return to the bench. The total time taken is no longer than would have been necessary for one substitution to be administered. **RULING:** No delay occurred, so no team delay sanction is

assessed. After authorizing the first substitution, the second referee should signal to the first referee that play can begin (See Rule 11.2.3.2.5.)

SITUATION 5: An injured player, R5, wishes to remain in the set, but is unable to resume play within 30 seconds. **RULING:** Team R can take any legal timeouts that it has remaining. If R5 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 11.2.5.1.)

SITUATION 6: Just as a rally ends, R3 falls to the floor, apparently injured. As the referees begin to oversee the injury situation, the coach for Team R requests a substitution for someone other than the injured player. **RULING:** The substitution request is denied (no sanction) until the injury situation is resolved. (See Rule 11.2.5.2.)

SITUATION 7: Team R is permitted an exceptional substitution due to an injury. Team R has used 11 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 11.2.6.1.1.)

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 left back remains farther back in the court than the libero 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 team delay is assessed instead of a position fault. (See Rule 12.1.2.1 and Rule 12.2.1.2.)

SITUATION 2: The Team R libero is in the front zone and sends the ball to the opponent's side, using an overhand finger pass. At the time she contacts the ball, it was not entirely above the height of the net. **RULING:** Legal play. (See Rule 12.1.2.1.)

SITUATION 3: When the lineup is submitted before a set, the second referee or scorekeeper notices that the libero's serving position has not been designated. **RULING:** The coach is not required to indicate when the libero will serve on the lineup sheet. At any point in the set, the decision can be made to have the libero replace the server. However, once the libero serves in one rotation, she is restricted to serve only in that rotation for the remainder of that set. (See Rule 12.1.2.3.)

SITUATION 4: 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 above the height of the net. The attack sends the ball 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 above the height of the net. If S3 had attacked the ball while it was entirely above the height 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 5: 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 above the height of the net and sends it to the opponent's side. **RULING:** The play is legal. The libero is only restricted from using actual "finger action" when 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 6: The non-libero 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. Since the non-libero players are wearing a uniform that is approximately equal parts red and white, the primary color of the libero's jersey cannot be either of those colors. The libero is not allowed to play in the illegal uniform. (See Rule 12.1.3.1 and Rule 7.3.2.)

SITUATION 7: 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 uniform and have a legal, visible number on her jersey. Wearing a vest is allowable, but it must be numbered. Additionally, players may not change numbers during the match, whether they are designated as the libero for a particular set or as a non-libero player. (See Rule 12.1.3.)

SITUATION 8: The libero for Team R has not yet served in the current set. The libero has replaced player No. 5 and is playing in the back row. Team R wins a rally and rotates, moving player No. 8 to the serving position (position No. 1). The libero goes to the service zone, player No. 8 exits the court over the sideline between the attack line and end line, and player No. 5 returns to the court. **RULING:** These player exchanges are allowed. There does not have to be a rally between libero replacements if the libero serves the next rally. (See Rule 12.2.1.2.)

SITUATION 9: The libero for Team S has replaced player No. 3 in the serving position and has served two points. Player No. 3 returns to the court to replace the libero and serve the next rally. The libero stays on the court to replace another back-row player, No. 7. Player No. 7 exits the court.

RULING: This is an incorrect libero replacement. A rally must take place between two libero replacements, unless the libero serves the next rally. If the officials intercede to correct the situation, a team delay is assessed. If the next serve is contacted before the incorrect replacement is identified, a position fault results. (See Rule 12.2.1.2.)

SITUATION 10: 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. The 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 that the libero originally replaced. If an incorrect player replaces the libero, a team delay 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 12.2.1.2 and 10.3.2.)

SITUATION 11: The 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 referee, or at the end of a rally, before the next service is authorized. The first time that a team is late in making a replacement (after the authorization to serve but before service contact), the rally is 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) stop play and assess a team 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 12: The Team S libero is in the warm-up area and has not served in this set. Before the referee authorizes service, 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 scorekeepers.

Incorrect replacement procedures result in the assessment of a team delay. Even when a team delay is assessed, the replacement is allowed. (See Rule 12.2.2.3.)

SITUATION 13: The libero for Team R is injured and cannot continue play. The Team R coach does not want to redesignate a new libero immediately. **RULING:** The coach is not required to redesignate a new 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 new 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.)

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 and contact of the service. (See Rule 13.1.3.5.)

SITUATION 2: Before 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 area. The referee(s) whistles and the first referee signals a replay. 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 the ball has been served. An improper request results if the request is not whistled by the referees. A team delay is assessed if the request is acknowledged (whistled). (See Rule 13.1.3.8 and Rule 6.2.3.3.)

SITUATION 4: The Team S libero (No. 2) served in the third rotation of the set. Later in the same set, 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 the libero has served in a particular rotation, any other players who are designated as the libero in that set will serve in the original libero's rotation, even if she has already played and served in a different rotation as a non-libero. (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: The three front-row players for Team S are standing near each other, close to the net. Before authorizing S1 to serve, the first referee calls the Team S captain to the referee stand and notifies her that her teammates' position could constitute a screen if the path and speed of the serve warrant the call. The second referee gives the same information to the Team S coach. **RULING:** This is the appropriate procedure. While a warning is not required before calling a screen violation, referees should attempt to prevent screens with effective communication to the captain and coach. (See Rule 13.2.4.2.)

RULE 14

Playing the Ball

SITUATION 1: S6 is 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 is ruled out of bounds on Team R. Contact that is clearly by the hair only is not considered a touch on the ball. (Rule 14.1.2.)

SITUATION 2: S3 and R2 simultaneously contact a ball that is in the plane of 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, the team that is opposite the side where the ball lands is considered to have last contacted the ball 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 while in the front zone, contacting the ball while it is entirely above the height 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 above the height 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 above 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 her 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.)

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, going between the net post and the sideline. S4 then contacts the ball in the opponent's free zone. **RULING:** When the ball is contacted, S4 has committed a fault, since players are not allowed to cross under the net, net cable or referee stand to retrieve a ball. The referee whistles when S4 contacts the ball and signals out of bounds (See Rule 15.1.1.1.)

SITUATION 2: 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 going between the net pole and the sideline. S4 fails to contact the ball before it falls to the floor in the opponent's free zone. **RULING:** S4 has not committed a fault, since crossing the center line outside the opponent's court is not a fault. The referee whistles and signals out of bounds when the ball contacts the floor. (See Rule 15.1.1.1 and 15.2.4.4.)

SITUATION 3: Team R's first contact travels outside the antenna where it contacts the net cable and enters Team S's free zone. R2 runs outside the net pole 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. A ball is only pursuable if it crosses the net over or outside the antenna without touching anything, with the exception of an overhead obstruction as described in the case below. (See Rules 15.1.1.1 and 16.2.2.4.)

SITUATION 4: 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:** Legal play. Provided the path of the ball is over or outside the antenna, the ball may contact on overhead obstruction over either team's playable area after a first team contact or block and still be retrieved by a

teammate from the opponent's free zone. The ball also remains in play after contact with an overhead obstruction over either team's playable area after being retrieved, provided the return path is over or outside the antenna. Any ball that contacts an overhead obstruction over a non-playable area is immediately ruled out of play. (See Rule 15.1.1.1.)

SITUATION 5: 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 6: S2 attempts to block the ball, but does not contact it. As S2 returns to the floor, 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 7: R1 runs to the net area to prepare 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.)

RULE 16

States of Play

SITUATION 1: R1 passes the ball for her team's first contact, and the ball travels over the bleachers to the side of 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 on Team R, 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 non-tournament match, a protest is lodged by the Team S coach based on a rule interpretation by the first referee. After the protest facts are recorded, the Team R captain prepares to sign the protest document. **RULING:** If a Team R coach is still present, the referees should require the coach to sign the protest document. A captain's signature is obtained for a protest only if a coach is not available. (See Rule 17.2.4.6.)

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, scorekeepers and line judges as well as case studies, rule interpretations and officiating opportunities can be found in the PAVO Volleyball Officials' Guidebook: 888/791-2074 or www.PAVO.org.]

1. **Substitution Procedure.** The second referee will inform a coach when a team has used its ninth, 10th, 11th, and 12th substitutions.
2. **Crowd Control.** Inappropriate fan behavior should be reported to the event administrator. Rule 18.2.5 is implemented if the event administrator either cannot or will not rectify the problem.
3. **Second Referee Duties.** The second referee's duties include working with the scorekeeper to ensure the legality of libero replacements.
4. **Signal Sequence.** No change from the previous technique. When a fault occurs, whistle to stop play, then signal the fault followed by the loss of rally signal.
5. **Signal for Ball Contacted More Than Three Times by a Team.** No change from the previous technique. Raise forearm vertically with four fingers extended (includes plays in which the same player makes the third and fourth team hits).
6. **"Ready" Signal (second referee).** No change from the previous technique. Use after timeouts, substitutions or other times the normal tempo of play has been disrupted to indicate to the first referee that you are now ready to resume. After visually checking the receiving team, scanning the benches, and moving to the base position for the next play, point toward first referee with an open hand (outside hand preferred) to indicate readiness. This signal should not be used after every rally, and is not recommended for indicating the receiving setter's position. The ready signal should be separated from the authorization to enter signal after a substitution.
7. **Second Referee's Position at End of Rally.** No change from the previous technique. When the second referee's whistle ends a rally, she/he should

step to the offending team's side of the net, and signal the fault. If the first referee's whistle ends the rally, step to either side of the net pole to mimic the fault signal immediately after the first referee.

Duties of the Scorekeeper

1. Carefully review the scorekeeping procedures and responsibilities described in Rule 18.4 and the Instructions for Use of the NCAA Women's Volleyball Scoresheet section of this publication.
2. Arrive at least 30 minutes before match time in proper attire: white polo shirt, navy pants and white tennis shoes.
3. Before the beginning of a match, secure the names of the referees and line judges, and record the pre-match information on the scoresheets.
4. After the coin toss and before each set, review the lineups submitted to ensure that a captain is indicated, no duplicate or illegal numbers are entered, and the libero's number is noted. If no libero is indicated, notify the second referee so the coach can verify that no libero will be utilized in the current set. On the scoresheet, carefully record the team information and the positions of the player on the court according to the serving order on the lineup sheet and note the libero's number on the scoresheet in the appropriate place. Share the lineup information with the assistant scorekeeper.
5. Lineups are kept confidential by the scorekeepers and referees. The recommended procedure is for the scorekeeper 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.
6. Before the first serve of each set, verify that the serving order recorded on the scoresheet corresponds to the player positions on the court.
7. Record the events of the match as it progresses. Be attentive to each serve contacted to ensure that the correct player is serving. If an incorrect player prepares to serve, wait until the serve is contacted, and then immediately communicate the fault to the second referee.
8. When the libero serves, communicate to the assistant scorekeeper so all notations are made correctly. Continuously communicate with the

assistant scorekeeper regarding substitutions and libero replacements. Coordinate with the scoreboard operator to ensure that the visible score is correct throughout the match.

9. During timeouts, indicate to the referees the number of timeouts that have been charged to each team.
10. Notify the second referee when a team has used its 9th, 10th, 11th and 12th team substitution.
11. Notify the second referee when a team's score reaches 24 in a non-deciding set and 14 in a deciding set and indicate by pointing to the 24th/14th point on the scoresheet.
12. Notify the second referee when the first team scores eight points in the deciding set.
13. Sign the scoresheet at the conclusion of each set.

Duties of the Assistant Scorekeeper

1. Carefully review the scorekeeping procedures and responsibilities described in Rule 18.4 and the Instructions for Use of the NCAA Women's Volleyball Scoresheet section in this publication.
2. Arrive at least 30 minutes before match time in proper attire: white polo shirt, navy pants and white tennis shoes.
3. After the scorekeeper receives the lineup sheets, record the numbers of the starting players carefully on the libero tracking sheet, and the libero's number in the provided space.
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 actually on the court at all times. When the libero serves, communicate to the scorekeeper so all notations are made correctly. Continuously communicate with the scorekeeper regarding substitutions and libero replacements.
6. When the libero is replaced, visually check that a rally occurs before the libero replaces another player. An exception is allowed if the libero serves the next rally. (See Rule 12.)

7. Ensure that the same players who were on the floor before a timeout return to the court after the timeout ends. Substitutions and libero replacements can then occur.
8. If an incorrect libero replacement occurs, notify the second referee unless the team immediately fixes the illegality with no delay.

Duties of Line Judges

1. Carefully review the line judge techniques and responsibilities as described in Rule 18.5.
2. Arrive at least 30 minutes before match time in proper attire: navy slacks, white polo shirt, white socks and white tennis shoes.
3. Receive instructions from the first referee before the match.
4. Go to the designated area (scorekeeper'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.
5. Use a flag to signal, if available.
6. 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, or 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.
7. Use the signals described in the mechanics section (page 174), specifically signal Nos. 4, 6, 8, 9, 13b and 30. Make all signals quickly and decisively. In addition, clarify the team at fault when necessary by pointing to the center of the near court with the right arm extended when the nearest team is at fault and pointing down the sideline to the far court with the left arm extended when the far team is at fault.
8. When a server moves within 4 to 5 feet of the left sideline in preparation to serve (near the line judge's position), move back along the sideline extended, farther back than the server if possible. If the server backs up to a wall or obstruction, move a comfortable distance to the server's immediate left. If instructed by the first referee, the line judge may take an alternate position on the end line extended to assist with foot faults. In either case, as soon as the serve is contacted, quickly move back to the base position.

9. During timeouts, stand on the sideline near the first referee at the intersection of the attack line and the sideline.
10. The line judge is not responsible for retrieving the ball.

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 foul, or any other time the player at fault is to be indicated, the player's number should be signaled as described in Signal No. 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).



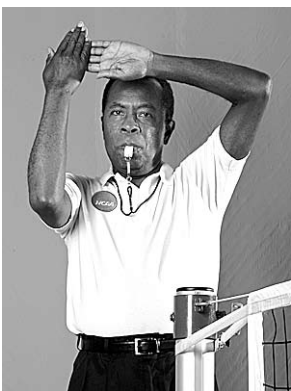
5. **Ball out of bounds, ball illegally outside antenna or player illegally in adjacent court. [Referees and Line Judges without flags].** Raise forearms vertically, elbows at 90 degrees, palms facing shoulders. Use for: (a) Touch off block that returns to attacker's side and lands out; (b) Ball going into net and landing out of bounds on attacker's side; (c) All first 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.



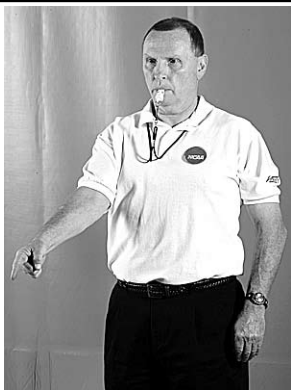
8. **Ball out of bounds after contact with a player [Line Judge].** Raise the flag to shoulder height in front of body and place the open palm of the other hand on tip of flag (No flag—same as signal No. 7).



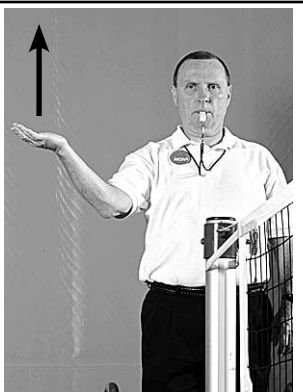
- 9a. **Antenna fault [Line Judge].** Wave the flag (or arms) side to side and point with finger toward the antenna; signal out of bounds, if necessary.
- 9b. **Line fault [Line Judge].** Wave the flag (or arm) side to side and point with finger to the fault area.



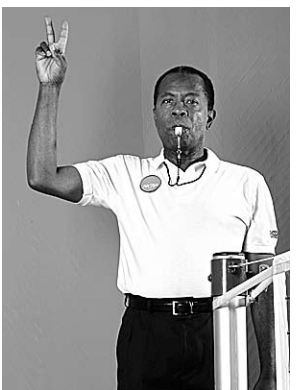
10. **Line fault, interference, or center line fault [Referees].** Point to line with index finger.



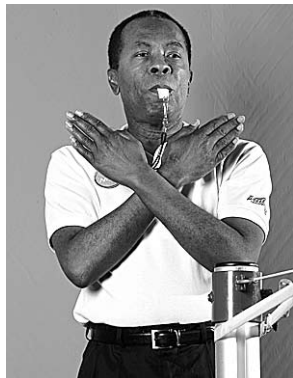
11. **Caught or thrown ball, ball held against net, or an assisted hit.** With elbow bent and palm facing upward, lift forearm and hand to approximately eye level.



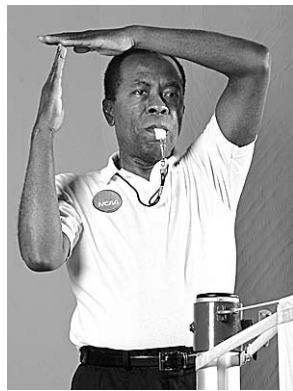
12. **Ball illegally contacted more than once by a player.** Raise forearm vertically with two fingers extended.



- 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 point to self (hands on shoulders) for officials' or media timeout.



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



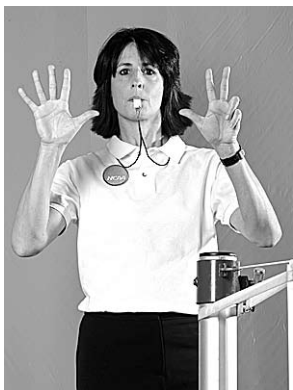
16. **Authorization for service.** Extend arm toward serving team with palm forward. Blow whistle for service and move hand and arm in a sweeping motion to the opposite shoulder.



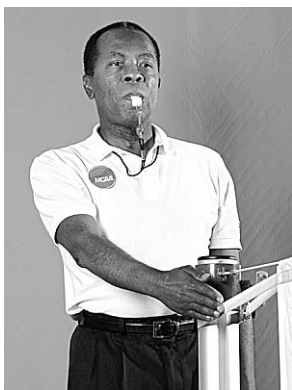
17. **Illegal service or ball not released at time of service.** Lift the extended arm (palm up) from the level of the leg to the level of the chest.



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 hand on the side at fault. Indicate the player at fault by number. Nos. 1-9: Show appropriate fingers. No. 10: Show closed fist of one hand. 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 (palm 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



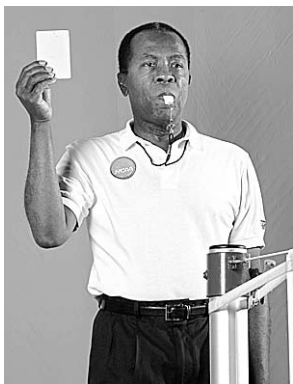
24. **Illegal attack or illegal attack of the serve.** Make a forward and downward motion with one arm from the shoulder with the forearm and hand. (Two motions are sufficient.) Indicate the player committing the fault, if necessary.



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. (E) Expulsion—Show red and yellow cards in one hand. (D) Disqualification—Show red and yellow cards in separate hands.

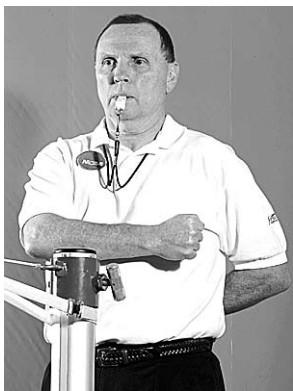


27. Team sanctions [First Referee]:

(IR) Improper request—Without card, hold palm of one hand against the opposite wrist. (Y) Team delay warning—Show yellow card held against opposite wrist. (R) Team delay penalty—Show red card against opposite wrist.



28. Change of courts. Raise the forearms front and back around the body at waist level, hands open or closed.



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. **First contact or block travels over or outside the antenna [Line Judge].**
Extend the left arm straight out at shoulder height, either holding the flag or with a closed fist. This signal indicates that the ball is "pursuable" if Rule 15.1.1.1 is in effect.



Index to Rules

Please note the following section acronyms as they

appear throughout the index:

EM—Event Management

SI—Scoresheet Instructions

SE—Scorekeeping Example

RI—Rules Interpretations

OM—Official's Mechanics

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