

Table of Contents

	Page
Rule 1: The Game.....	2
Rule 2: The Court.....	4
Rule 3: Game Equipment.....	6
Rule 4: Player Equipment and Uniform.....	8
Rule 5: Officials: Responsibilities and Positions.....	11
Rule 6: The Team: Composition and Positions.....	18
Rule 7: Roster and Lineup.....	20
Rule 8: The Serve.....	21
Rule 9: During Play.....	23
Rule 10: Substitutes and Substitution.....	29
Rule 11: Time-Outs and Intermission.....	33
Rule 12: Conduct.....	35
Officials Signals/Visual Chart.....	39

Rule 1: The Game

Section 1: Definition

Art. 1 . . . Volleyball is a game played by two teams of six players each with an inflated ball on a rectangular court separated into two areas by a net. One team serves the ball over the net, trying to make it land within the opponent's playing area. The receiving team attempts to return the ball over the net in such a manner that it will land within the opponent's playing area.

Section 2: Match

Art. 1 . . . A match shall consist of the best of two-out-of-three games. The first team to win two games shall be the winner of the match. The third game shall not be played unless it is necessary to determine the winner of the match

Art. 2 . . . A match shall entitle each team to a maximum of two time-outs per game.

Note 1: If a third game is necessary, a coin toss shall be conducted prior to that game.

Note 2: Modification of match format is permitted for tournament series.

Section 3: Scoring Points

Art. 1 . . . A point shall be scored by the opponent each time a team commits a fault.

Art. 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 serve. Each time a team gains the serve, it must rotate one position clockwise before serving.

Art. 3 . . . A loss of rally/point is awarded each time a vacant position rotates to serve in the right back position.

Section 4: The Game

Art. 1 . . . The first two games shall be to 25 points (no cap), and a team must win by two points.

Art. 2 . . . The third and deciding game shall be 15 points (no cap), and a team must win by two points.

Note 1: If the number of teams for the grade level exceeds 10 (5 matches assigned per night), the league's discretion may alter the scoring to a minimum of 21 points per match OR cap play at 27 and 17 respectfully.

Note 2: If the number of teams for the grade level meets the maximum number of teams per night (12), at league's discretion, the format of the scoring shall be changed from match play to total games played to accommodate all teams the opportunity to play. Teams then will play a maximum of 2 games per night with wins/losses and total points scored tallied.

Section 5: Termination of Set

Art. 1 . . . A team that has scored the required points and has at least a two-point advantage is the winner. If the leading team does not have a two-point advantage, play shall continue until one team has a two-point advantage (no cap). In games that are capped, first team to achieve the designated score shall be declared the winner.

Section 6: Pre-Match Conference

Art. 1 . . . Upon entering the facility, the home team shall select its team bench.

Art. 2 . . . Prior to warm-ups, a conference shall be conducted with the coach and the captains from each team.

Art. 3 . . . During the pre-match conference, a coin toss shall be conducted between the captains and coaches from each team. The visiting captain shall call the toss. The winner shall choose either to serve or to receive.

Art. 4 . . . If necessary, prior to the deciding game of a match, the home captain shall call the toss. The winner shall choose to serve/receive or the playing area. The loser to the toss shall be given the remaining choice.

Art. 5 . . . At the completion of the pre-match conference, warm-up times will consist of a maximum of 8 minutes (4 minutes per team). Note that times will be adjusted if the actual time is later than the schedule time.

Section 7: Suspension

Art. 1 . . . If a match is suspended due to:

- a. Power Failure;
- b. League officials failing to resolve a situation of an unruly spectator(s) in a reasonable amount of time;
- c. Any other unforeseen circumstances.

It may be resumed from the point of suspension unless the league officials determine otherwise. The score and lineup will be the same when it is resumed as they were at the moment of suspension.

Art. 2 . . . A match shall be declared a forfeit when:

- a. A team refuse to play when directed to do so by the referee;
- b. A coach is removed from the premises for unsportsmanlike conduct and no authorized school representative is present to assume responsibility for the team.

Art. 3 . . . The score of a forfeited game shall be 25-0 (15-0 in the deciding game) if the game has not started. If the game is in progress, the offending team shall be awarded its acquired points and the opponent awarded at least 25 points (15 points in the deciding game) or a sufficient amount to reflect a two-point advantage.

Art. 4 . . . At the discretion of league officials and representatives, a game shall be declared a forfeit when a team has fewer than six players to start the match.

Section 8: Music/Sound Effects/Artificial Noisemakers

Art 1 . . . The playing of music/sound effects shall only be permitted during pre-game, time-outs, between games, and post-game. The use of artificial noisemakers shall be prohibited.

Rule 2: The Court

Section 1: The Court and Markings

Art. 1 . . . The court shall be 60 feet (18 meters) long and 30 feet (9 meters) wide, measured to the outer edges of the boundary lines. The court and adjacent playable area must be flat, smooth and free of obstruction other than required equipment and padding. It is recommended that the area above the court be clear of any obstructions and at least 23 feet (7 meters) high.

Art. 2 . . . It is recommended all boundary lines be of one clearly visible color contrasting to the color of the floor and other lines on the floor.

Art. 3 . . . Boundary lines shall be 2 inches (5 centimeters) wide. There shall be at least 6 feet (2 meters) and preferably 10 feet of unobstructed space outside the boundary lines. The end lines are the boundary lines on the short side of the court. The sidelines are the boundary lines on the long sides of the court.

Art. 4 . . . A center attack line, 2 inches (5 centimeters) wide, parallel to and equidistant from the end lines, shall separate the court into two playing areas.

Art. 5 . . . An attack line, 2 inches (5 centimeters) wide, shall be drawn across each playing area from sideline to sideline, the midpoint of which shall be 10 feet (3 meters) from the midpoint of the center line and parallel to it.

Art. 6 . . . A serving area which is 30 feet (9 meters) wide shall be provided behind and excluding the end line. It shall be laterally limited by two short lines, each 6 inches (15 centimeters) long by 2 inches (5 centimeters) wide, drawn 8 inches (20 centimeters) behind and perpendicular to the end line, as extensions of the sidelines. Both lines are included in the width of the serving area.

Each serving area shall be a minimum of 6 feet (2 meters) in depth. In the event that such space is not available, the serving area shall extend into the court to whatever distance necessary to provide the minimum depth and be so marked.

Art. 7 . . . The substitution zone is the area neat the sideline between the attack line and the center line.

Art. 8 . . . The libero replacement zone is the area near the sideline between the attack line and the end line.

Art. 9 . . . The playable area includes the court and the unobstructed space outside of the court boundary lines. The playable area outside of the court boundary lines shall be visible to all team members and officials.

Art. 10 . . . Nonplayable area is that space located beyond the court and surrounding playable area. It includes walls, bleachers, team benches, area behind the team benches, and any other areas identified in the pre-match conference, deemed by the first referee as unsuitable for playable area.

Section 2: Playable Overhead Obstructions

Art. 1 . . . A ball striking the ceiling or an overhead obstruction above a playable area shall remain in play provided the ball contacts the ceiling or obstruction on the side of the net extended that is occupied by the team that last played the ball, and the ball is legally played next by the same team.

Section 3: Out of Bounds

Art. 1 . . . A ball is out of bounds and becomes dead when it:

- a. Touches a wall, objects mounted flush with a wall, or objects on the floor outside the court without interfering with a player's legitimate effort to play the ball;

- b. Touches the floor completely outside the court's boundary lines;
- c. Touches the net antennas above or within the net or does not pass over the net entirely between the net antennas;
- d. Touches the net cables or net not completely inside the antenna, net supports or referee's platform;
- e. Touches a nonplayer who is not interfering with a player's legitimate effort to play the ball;
- f. Touches the ceiling or overhead obstructions beyond the vertical plane of the net and its out-of-bounds extension;
- g. Touches or enters (from the direction of the court) a nonplayable area beyond the legal reach of a player, or adjacent courts scheduled for play;
- h. Touches any part of a backboard or its supports hanging in a vertical position, over a playable area if it is a served ball or, in the judgment of the official, the ball would not have remained in play if the backboard had not been there.

PENALTY: Point/loss of rally is awarded to the opponent.

Section 4: Restricted Play

Art. 1 . . . The official shall stop play when:

- a. A wall, floor obstacle, nonplayable area or nonplayer interferes with a player's legitimate effort to play the ball;
- b. A player gains an illegal advantage by contacting any floor obstacle (i.e., team benches, official's table, bleachers, etc.), wall or another player;
- c. It is necessary to prevent player injury from contact with obstacles or walls;
- d. The ball contacts any part of a backboard or its supports which is hanging in a vertical position over a playable area. Supports are considered part of a backboard.

Art. 2 . . . A player may play a ball over a non-playable area if the player has a body part in contact with a playable area at the time the ball is contacted, and may enter the non-playable area after playing the ball.

EXCEPTION: When competition is scheduled to occur on adjacent courts, no player or ball may enter or break the plan of the adjacent court before, during, or after playing the ball.

PENALTIES:

- 1. When a wall, floor obstacle or non-playable area that is less than 6 feet (2 meters) from a boundary line, or a nonplayer causes the interference, a replay is declared provided the player had a legitimate play on the ball.**
- 2. When, in the judgment of the official, the ball would have remained in play had the vertical backboard not been over the playable area, a replay is granted.**
- 3. In all other situations, a point/loss of rally is awarded to the opponent.**

Rule 3: Game Equipment

Section 1: The Net and Markings

Art 1 . . . The net shall be 36 inches to 39 inches wide overall and at least 31'6" (9.5 meters) up to 33 feet (10 meters) in length when stretched. It shall consist of 4-inch square (10 centimeters) mesh of at least No. 21 size dark, natural or synthetic cord. A plain white 2-inch to 2 3/4-inch wide double thickness of canvas or single thickness of durable synthetic material shall be sewn along the full length of the top of the net.

Through the top shall run a 1/8 to 3/16-inch-diameter flexible steel cable (or aramid-type fiber cable no more than 1/4 inch thick which is no heavier, has no more stretch and has at least as much tensile strength as the required steel cable). Through the bottom shall run a 1/8 to 3/16-inch-diameter flexible steel cable or a 1/4-inch rope. Any exposed steel cable and/or metal tensioning device through the top and bottom of the net shall be covered. Through each side may be inserted a 1/2 to 1-inch-diameter wooden, metal, or fiberglass rod which, when the net is installed, holds the sides perpendicular to the floor.

NOTE: Net systems which do not have a cable/rope through the top or bottom of the net are legal provided they meet all other rule specifications, and the entire net remains taut at the specified net height.

Art 2 . . . The net shall be attached to upright standards which are 3 feet (1 meter) outside the court or from its four corners to walls which are at least 6 feet (2 meters) from the sidelines.

Art. 3 . . . The net support include any attachments to the net used for anchoring the net to walls or upright standards, as well as the standards themselves and any attachments used for anchoring the standards to the floor or walls or ceiling. The standards, referee's platform and floor/wall cables shall be padded as follows:

- a. Standards must be padded to a minimum height of 5 1/2 feet with at least 1-inch-thick, resilient, shock-absorbing material (such as polyethylene foam) to encase the uprights and all tensioning devices.
- b. Front and sides of referee's platform must be padded in the same manner as the standards.
- c. Any guy cables or rigid braces must be padded to a minimum height of 5 1/2 feet with at least 1/2-inch-thick resilient, shock-absorbing material.

Art. 4 . . . Net placement shall be such that the net crosses the court midway between and parallel to the end lines. The height of the net shall be 7 feet, 4 1/8 inches (2.24 meters) for girls and 7 feet 11 5/8 inches (2.43 meters) for boys measured at the center of the net. The net measured at the ends shall not exceed these heights by more than 3/4 inch.

Art. 5 . . . Net antennas shall be attached to the net in line with the outside edge of the sideline and extend upward at least 2 1/2 feet but no more than 3 1/2 feet above the net. The antennas shall be fastened securely to the top and bottom of the net. They shall be of an unbreakable material no more than 3/8 inch in diameter with alternating 4-inch to 6-inch white and orange or red bands.

Art. 6 . . . A safe, stable platform, which elevates the referee's head to between 2 and 3 feet above the top of the net, is required. It is recommended the top of the platform be at least 18 inches long by 12 inches wide, and that steps up to the platform be provided.

Section 2: The Ball

Art. 1 . . . The ball shall be spherical with a laceless molded cover of 12 or more panels of genuine or simulated smooth leather (not suede). All panels of the ball shall be solid white or a maximum combination of three colors (with each panel being a solid color) and of which at least one-third of the panels shall be solid white. It shall measure at least 25

inches but no more than 27 inches in circumference, with a weight of 9-10 ounces when inflated with 4.3 – 4.6 pounds per square inch of air pressure.

Art. 2 . . . The league shall provide game balls.

Section 3: The Score sheet and Scoreboard

Art. 1 . . . A score sheet shall be supplied by the league and kept at the officials' table during the warm-ups prior to the match and throughout the match. It shall provide adequate space for line-ups, individual scoring, team scoring and time-outs. It also shall provide space in a Comments section for recording warnings, penalties, and disqualifications for unsportsmanlike conduct; removal of a player who is rendered unconscious or apparently unconscious; exceptional substitutions, and uniform/equipment violations.

The each team may maintain their own score sheet at the officials' table or at their respected benches, but that supplied by the league is official unless the referee determines otherwise.

Art. 2 . . . A scoreboard visible to teams, officials and spectators is required.

Section 4: The Officials' Table

Art. 1 . . . The officials' table, where the official scorer and timer and their respective assistants sit, shall be placed at least 6 feet (10 feet preferred when space permits) outside the court sideline opposite the referee.

Section 5: Team Benches

Art. 1 . . . Team benches shall be on the same side of the court as the officials' table, places no closer to the sideline than 6 feet (2 meters) and no closer to the out-of-bounds extension of the center line than 10 feet (3 meters).

Rule 4: Player Equipment, Uniform, and Eligibility

Section 1: Equipment

Art. 1 . . . A guard, cast or brace made of hard and unyielding leather, plaster, pliable (soft) plastic, metal or any other hard substance, even though padded, is not permitted on the finger, hand, wrist, or forearm.

Art. 2 . . . Supports/braces are permitted on other parts of the body (an elbow brace shall not extend more than halfway down the forearm) if in the judgment of the officials, they are not considered dangerous. The referee shall, however, require a support/brace to be covered or padded if a sharp edge or point is exposed.

Art. 3 . . . Artificial limbs are permitted when they are:

- a. No more dangerous than the corresponding human limb, or
- b. Adequately padded.

A letter of permission from the school and parent must be made available to the officials.

Art. 4 . . . Any equipment that in the judgment of the officials increases a player's advantage or presents a safety concern (i.e., towel tucked in uniform waistband) is prohibited.

Art. 5 . . . Hair devices made of soft material and no more than 2 inches wide may be worn. Bobby pins, flat clips, and flat barrettes, unadorned and no longer than 2 inches, may also allowed.

Art. 6 . . . Players shall not wear jewelry (including during pre-match warm-ups).

- a. Medical-alert medals are not considered jewelry and must be taped to the body and alert may be visible.
- b. Religious metals are not considered jewelry and must be worn under the uniform and taped to the body.

Art. 7 . . . Players shall not wear body paint or glitter on their hair, face, uniform or body.

PENALTY:

1. Discovery of jewelry on a player(s) during warm-up shall result in the official directing that player to remove the jewelry. A player(s) who does not comply shall be charged with unsportsmanlike conduct.

2. When a player wearing illegal equipment attempts to enter the game, unnecessary delay shall be assessed against the team. The player shall not enter the game until the illegal equipment is removed or made legal.

3. When a player wearing illegal equipment is discovered in the game, unnecessary delay shall be assessed against the team.

If the team has a time-out remaining, the player may remain in the game provided the illegal equipment is removed or made legal during the time-out period.

If the team has no time-outs remaining, point/loss of rally shall be awarded to the opponent. The player shall be removed unless the illegal equipment is removed or made legal immediately.

4. For subsequent violations by the same team during the match, a point/loss of rally shall be awarded to the opponent. The player shall be removed unless the illegal equipment is removed or made legal immediately.

Section 2: Legal Uniform

Art. 1 . . . All players on a team shall wear;

- a. Like-colored uniforms consisting of shirts and shorts, pants or skirts, in one or two pieces;
- b. Uniforms that are free of hard and unyielding items (buttons, zippers, snaps, fastener, etc.);

- c. Uniforms that also may include compression shorts which are unadorned and of a single color similar to the predominant color of the uniform bottom;
- d. Uniforms worn as designed by the manufacturer, and have the following restrictions:
 - 1. Bare midriff tops are not allowed.
 - 2. The uniform top must hang below or be tucked into the waistband of the uniform bottom when the player is standing upright.
- e. Uniforms must be worn in the playing area. Removal of any part of the uniform is unacceptable behavior.

Art. 2 . . . The libero must wear a uniform 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 uniform top must be different from any color that appears on more than 25 percent of the body of the teammates' uniform tops. In determining the body of the uniforms, the sleeves and collar should be ignored. The libero uniform must have a legal number. The style and trim of the libero's uniform top may differ from teammates' uniforms, but the shorts must be like-colored to teammates.

Art. 3 . . . Each player, including the libero, shall be identified by a number on the uniform top which is not a duplicate of a teammate's number.

Art. 4 . . . The number shall be:

- a. Permanent and clearly visible;
- b. Not more than two digits (00, 0 – 99)
- c. A plain, Arabic numeral of a solid color contrasting with the color of the surrounding colors and the color of the uniform top. It shall not be less than $\frac{3}{4}$ inches in width. It may have a single, contrasting border or shadow not to exceed $\frac{1}{2}$ inch in width'
- d. Located on the upper front and back of the uniform top;
- e. At least 4 inches high on the front of the top and at least 6 inches high on the back of the top;
- f. Placed so the top of the number on the front of the uniform is no more than 5 inches down from the shoulder seam; or placed so the number is centered no more than 2 inches below the neckline opening on the upper body, or no more than 2 inches below the bottom edge of the neckline ribbing on the uniform top.

Art. 5 . . . If a visible number is worn on the uniform bottom, it shall be the same number as on the uniform top.

Art. 6 . . . Appropriate playing shoes shall be worn.

Art. 7 . . . If undergarments such as T-shirts, body suits, etc. are worn in such a manner that they are exposed, they shall be of a single color similar to the predominant color of the uniform top.

Art. 8 . . . Players shall not wear undergarments or tights which extend below the uniform bottom.

Art. 9 . . . A single partial/whole manufacturer's logo/trademark (no more than $2\frac{1}{4}$ square inches with no dimension more than $2\frac{1}{4}$ inches) is permitted on each piece of the uniform provided placement does not interfere with the visibility of the player's number.

Art. 10 . . . An American flag, not to exceed 2 by 3 inches, and either a commemorative or memorial patch, not to exceed 4 square inches and with association approval, may be worn on each item of the uniform apparel provided neither the flag nor the patch interferes with the visibility of the player's number.

PENALTIES:

- 1. **When a player wearing an illegal uniform attempts to enter the game, unnecessary delay shall be assessed. The player shall not enter the game until the illegal uniform is replaced or made legal.**

2. **When a player wearing an illegal uniform is discovered in the game, unnecessary delay shall be assessed to the team.**
 If the team has a time-out remaining, the player may remain in the game provided the illegal uniform is replaced or made legal during the time-out period.
 If the team has no time-outs remaining, a point/loss of rally shall be awarded to the opponent. The player shall be removed unless the illegal uniform is replaced or made legal immediately.
3. **For subsequent violations by the same team during the match, a point/loss of rally shall be awarded to the opponent. The player shall be removed unless the illegal uniform is replaced or made legal immediately.**
4. **When a team cannot begin the match with six players wearing legal uniforms, a point/loss of rally shall be awarded to the opponent at the beginning of the match, and the league shall be notified.**

Section 3: Player Eligibility

Art. 1 . . . All players must be registered with the league. All appropriate paperwork must be filed with the league prior to the first game of the season.

Art. 2 . . . A player is eligible:

- a. Only for the school that the player attends. The school for which the player is enrolled shall be exclusively responsible to verify the player's compliance with all of the eligibility requirements of their school and of the league.
- b. When the player is deemed academically eligible, as determined by the school.
- c. When all appropriate paperwork on the player has been submitted and verified by league officials.
- d. When the player's name appears on the team's official roster.

NOTE: Coaches may use any eligible player from their team's roster to participate in the contest when the player appears at the contest in the uniform of their school, meeting the eligibility requirements.

Art. 3 . . . A player must remain academically eligible during the season, with sole responsibility for eligibility to be determined by the coach, school, or school representative.

Art. 4 . . . If a player is identified as ineligible, it is the sole responsibility of the coach to notify the league of the ineligible player as soon as the player is identified as ineligible.

PENALTY:

1. **When a player is deemed ineligible by the league at any point in the season, the team's games for which the ineligible player participated in will be ruled invalid and the offending team will forfeit the matches played.**

If it is a current match/game, the officials will suspend play to verify the ineligible player. If the player is deemed ineligible by the officials, the current game is forfeited by the offending team; the player must be removed from the playing area. Play may continue at officials/league official's discretion. If it is during the second or third game of the match, the match will be forfeited by the offending team.

2. **If the ineligible player is found during a tournament or any playoff or championship match/game, the team shall be immediately disqualified and all the games in which the ineligible player participated in shall be invalidated resulting in forfeiture provided the coach failed to notify to league prior to start of the competition.**

The team may continue to participate in the tournament/playoff provided the coach removes the ineligible player from the team and roster immediately.

Rule 5: Officials: Responsibilities and Positions

Section 1: Authorized Officials

Art. 1 . . . The game is administered by a first referee and a second referee. Assistant officials include scorer, assistant scorer, timer, and line judges.

Art. 2 . . . The first and second referees, scorekeeper, and line judges, shall have the authority to make decisions about infractions of the rules committed. The use of replay or television monitoring equipment to make decisions related to the game is prohibited.

Art. 3 . . . Jurisdiction of the officials begins upon their arrival on the floor, and extends through the first referee's verification of the final score of the match.

Art. 4 . . . There shall be no exchange of duties by the first and second referees during a match except when an official is unable to continue.

Section 2: Officials Uniform and Equipment

Art. 1 . . . The officials' uniform shall be:

- a. A solid colored shirt or solid colored, collared polo shirt, provided by the league.
- b. Jeans or dark slacks.
- c. Solid white or black athletic shoes.

Art. 2 . . . The referee's equipment shall include a watch along with a whistle, coin and yellow/red cards.

Section 3: First Referee Responsibilities

Art. 1 . . . Prematch – The first referee shall:

- a. Be in uniform at the site of the match no less than 30 minutes before the starting time;
- b. Examine the game ball to make sure it meets rule specifications, and make the final decision on the game ball to be used;
- c. Inspect the court markings, net supports, referee's stand or other equipment. Measure net height;
- d. Establish nonplayable area, and define any additional ground rules which might be necessary;
- e. Designate the official scorer, assistant scorer, timer and line judges;
- f. Review specific duties with the second referee and line judge;
- g. Assign line judges to their positions;
- h. Call captain(s) and a head coach from each team together for a prematch conference, when required;
- i. Check players for open wounds, bleeding or excessive blood on the uniform;
- j. Verify with each head coach that all players are wearing legal uniforms and equipment;
- k. During the pre-match conference, conduct the coin toss between the head coach and the captains to determine which team shall have the choice of serving or receiving for the first game;
- l. Inform the scorer which team will serve first.

Art. 2 . . . Position – The first referee shall take a position on an elevated platform at the end of the net opposite the officials' table so the referee's head is 2 to 3 feet above the net in order to have an unobstructed view of both playing areas of the court.

Art. 3 . . . During the game:

- a. The first referee is the head official who shall:
 1. Have general supervision of officials;
 2. Make decisions on matters not specifically covered by the rule;

3. Make the final decision when there is disagreement between officials;
4. In the spirit of good sportsmanship, promptly handle any unexpected situation.

Also, the referee may replace a scorer, timer or line judge who is not performing his/her duties properly.

To start the game, and after time-outs, the referee shall check that the playing captains and officials are ready, then sound the whistle and give a visible signal for the serve. After dead balls, the referee shall make certain both teams and the officials are ready, then sound the whistle and give the visible signal for the serve.

b. The referee shall:

1. Blow the whistle and direct only starting players to their respective end lines prior to the first game only; then again to direct them onto the court to begin play;
2. Blow the whistle for each serve and dead ball;
3. Recognize requests for time-out or substitution, if necessary;
4. Give a visible signal for each point/loss of rally, serve, violation, penalty, replay/re-serve, end of game and change of courts as shown and described in the officiating manual, and give verbal clarification when necessary;
5. Signal at the completion of each charged time-out how many time-outs each team has used;
6. Determine illegal hits;
7. Determine the alignment of players on the serving team at the moment of the serve;
8. Determine screening by players on the serving team at the moment of the serve;
9. Determine net fouls;
10. Determine violations at the serving area;
11. Determine back-row player fouls;
12. Determine double fouls;
13. Determine the number of hits by a player and team;
14. Determine ball in play and dead ball;
15. Determine point/loss of rally;
16. Grant time-outs, substitutions and requests for serving order;
17. Blow the whistle when both teams are ready for play prior to 60 seconds expiring and the umpire is still checking the score sheet;
18. Determine if a player is unconscious or apparently unconscious;
19. Administer cards for misconduct by players, coaches or team personnel, and inform the of such actions;
20. Notify (or request the umpire to notify) the appropriate coach of reason for any disqualification;
21. Blow the whistle and signal "end of game" directing players to their respective end lines;
22. Visually confirm the score of each game with the umpire, then blow the whistle and direct teams to the appropriate team benches.

Art. 4 . . . Court Protocol:

- a. At the end of the timed warm-up period and prematch ceremonies, the officials shall take their positions on the court. The referee blows the whistle and directs the starting players to their respective end lines. When all officials are ready, the referee blows a second whistle and signals the players onto the playing court. Then the umpire checks the lineups for each team.
- b. At the end of the game the referee shall blow the whistle and signal "end of game" directing players to their respective end lines. With the players remaining on their respective end lines, the referee visually confirms the score of the game with the second referee, then blows the whistle and directs the teams to the appropriate team benches.

The timer begins timing the three-minute interval between games with the referee's second whistle directing teams to their team benches.

c. Following nondeciding games, after the referee has confirmed the score of the game, he/she blows the whistle and signals the teams to change courts. The nonplaying team members proceed immediately to their new team benches. The players proceed counter clockwise along the sideline outside the standards, then directly to their new team benches.

d. The coin toss for a deciding set shall be conducted by the second referee in front of the officials' table. After calling the captains, the first referee shall release the teams from the endlines to go to their team benches. Following the coin toss the first referee blows the whistle and signals the teams to change courts or to return to their same benches depending on the results of the coin toss.

e. At the end of the match, the referee shall blow the whistle, give the end-of-game signal directing players to their respective end lines. After the referee visually confirms the score with the umpire, he/she blows the whistle and directs the players to their respective team benches. The referee then verifies the score by initialing the score sheet. The match becomes official when the score sheet is initialed, and no change of score shall be allowed thereafter.

Section 4: Second Referee Responsibilities

Art. 1 . . . Prematch – The second referee shall:

- a. Be in uniform at the site of the match no less than 30 minutes before the starting time;
- b. Assist the first referee in prematch duties, and supervise the placement of the officials' table and team benches.
- c. Review specific duties and responsibilities with the scorer, assistant scorer, and timers.

Art. 2 . . . Position – The second referee shall be in a standing position on the floor opposite the referee, outside the sideline boundary and back from the standard.

- a. At the moment of the serve, the second referee shall be standing away from the net on the side of the receiving team to view illegal alignment and illegal block or attack of the serve;
- b. During a live ball, the second referee shall move quickly to the side of the net opposite the ball and concentrate on play by both the offense and defense near the net.

NOTE: The second referee may assume the role of scorekeeper and bookkeeper during the match. Then the second referee will be positioned at the scorer's table and perform the described duties.

Art. 3 . . . During the game:

- a. The second referee shall assist the referee by ruling upon situations, which are clearly out of the referee's view.
- b. The second referee's specific responsibility shall be to:
 1. Blow the whistle and give the signal for calls initiated by the second referee including time-out and substitution.
 2. Mirror the referee's signal for each point/loss of rally, violation or replay/re-serve;
 3. Assist the referee by making sure a whistle is blown for each dead ball;
 4. Determine the alignment of players on the receiving team at the moment of the serve;
 5. Determine net fouls on both sides of the net;
 6. Determine hand/foot faults at the center line;
 7. Determine back-row player fouls;
 8. Control the entry of substitutions and requests for serving order;

9. Check the lineup from each team prior to each game;
10. Manage illegal replacements;
11. Grant time-outs, substitutions and requests for serving order;
12. Blow the whistle when both teams are ready to play prior to 60 seconds expiring;
13. Signal at the completion of a charged time-out, how many time-outs each team has used;
14. Notify the coach when a team uses its 7th, 8th, 9th, and 10th substitution;
15. Check the score sheet for accuracy during each time-out and at the end of each game; initial it after each game and give the end-of-game signal to the referee;
16. Determine, then notify referee of unsportsmanlike conduct violations by players, coaches or other team personnel;
17. Confirm illegal player equipment or uniform and warnings, penalties and disqualifications for unsportsmanlike conduct with the scorer, then record on line-up card;
18. If requested by the referee, notify appropriate coach of reason for disqualification;
19. In absence of a timer, time time-outs and intervals between games;
20. Conduct the coin toss prior to the deciding game in front of the official's table.

Section 5: Scorer Responsibilities

Art. 1 . . . Prematch – The official scorer shall:

- a. Be designated and report to the referee no less than 20 minutes before starting time;
- b. No later than 10 minutes prior to the end of the prematch warm-up, receive each team's roster. When discovered, the scorer shall report any inaccuracies to either official;
- c. No later than two minutes prior to the end of the prematch warm-up and no later than one minute prior to the subsequent games, enter in the scorebook the uniform numbers of the starting players in the proper service order. Prior to each game of the match, the scorer shall provide the umpire with a lineup, which lists the players' numbers and the serving order of the team. This information shall be made available to the assistant scorer;
- d. Print the first and second referee names on the official score sheet.

Art. 2 . . . Position:

- a. The official scorer shall be seated at the official' table next to the official timer;
- b. An assistant scorer may be seated on the outside of the official scorer.

Art. 3 . . . During the game, the official scorer shall:

- a. Record individual and team scoring, and supervise the operation of the visual scoring device;
- b. Notify the second referee during the first dead ball when there is a discrepancy with the score;
- c. Verify the serving order to the first or second referee;
- d. Provide the proper serving order upon request of the referee or umpire during a dead ball;
- e. Sound a signal at the time the ball is contacted for the serve when there is an improper serve;
- f. Keep a record of time-outs charged to each team, and notify the umpire how many time-outs each team had used at the completion of each team time-out;
- g. Record in the Comments section of the score sheet all warnings, penalties and disqualifications for unsportsmanlike conduct violations; notify the second referee of any previous unsportsmanlike conduct violations recorded for the same individual;
- h. Record in the Comments section of the score sheet all uniform/equipment violations and notify the second referee of any previous violations records for the same team;
- i. Record in the Comments section of the score sheet when a player is removed from the game because the player is unconscious or apparently unconscious;
- j. Record in the Comments section of the score sheet the number of any player replaced by exceptional substitution;
- k. Notify the second referee when a team has requested an illegal time-out;
- l. Record each substitution as it is reported by the second referee. Immediately notify the second referee if a substitution is a request for a:
 1. 9th or 10th substitution;
 2. 11th substitution (illegal);
 3. Re-entry in wrong service position;
 4. Re-entry of a disqualified player;
 5. Re-entry of an injured/ill player during the same game in which he/she was replaced by exceptional substitution;
 6. Player not listed on the roster.
 7. Shall count an illegal substitution as one of the 3 substitutions allowed per team;
 8. Notify the second referee when a team reaches game point.

Art. 4 . . . The official score is the individual points being kept by the official scorer. Whenever a discrepancy occurs between this score and visible scoring device or another part of the score sheet, the individual points shall be considered official and correct.

Art 5 . . . When in the absence of an official scorer, the second referee will assume the responsibilities in addition to his/her responsibilities.

Section 6: Assistant Scorer (Libero Tracker)

Art 1 . . . Prematch – The assistant scorer shall:

- a. Be designated and report to the referee no less than 20 minutes before the starting time;
- b. Enter on the tracking sheet the starting players in the proper service order, when this information is received from the scorer.

Art 2 . . . Position – The assistant scorer shall be seated at the officials table next to the official scorer.

Art 3 . . . During the game, the assistant scorer shall:

- a. Record libero replacements and substitutions;
- b. Notify the second referee during the first dead ball when there is a discrepancy with a replacement;
- c. Notify the second referee if the libero does not remain out of the game for one rally between replacements, unless the libero is replacing the player in the right back position and will serve the next rally.
- d. Notify the scorer to sound a signal at the time the ball is contacted for the serve when there is an illegal replacement.

Section 7: Timer Responsibilities

Art 1 . . . Prematch – The official timer shall:

- a. Be designated and report to the referee no less than 20 minutes before the starting time;
- b. Test the timing device to be certain it is in proper working order;
- c. Time the prematch warm-up period.

Art 2 . . . Position:

- a. The official timer shall be seated at the officials' table next to the official scorer;
- b. An assistant timer may be seated on the outside of the official timer.

Art 3 . . . During the game, the official timer shall:

- a. Time the interval for each charged time-out, beginning with the official's signal, and, if necessary, give an audio signal at the end of 45 seconds and 60 seconds;
- b. Time the interval for each injury time-out, beginning with the official's signal, and give an audio signal at the end of 30 seconds unless play has resumed or the official indicates a decision has been made;
- c. Time the interval between games (three minutes) beginning when the referee signals the teams to report to the appropriate team benches. Give an audio signal at the end of two minutes and 45 seconds and again at the end of the three minutes (unless both teams are on the court).

Art 4 . . . When in the absence of an official timer, the umpire will assume the responsibilities in addition to his/her responsibilities.

Section 8: Line Judges Responsibilities

Art 1 . . . Prematch – Line judges shall:

- a. Be designated and report to the referee no less than 20 minutes before the scheduled starting time of the match;
- b. Review specific responsibilities with each referee;
- c. Be assigned to their positions by the referee prior to the match.

Art 2 . . . Position:

- a. Line judges shall stand near the intersection of the left sideline with the end line, and move so they have a clear view of both the end line and the sideline;
NOTE: If the server serves from the left third of the service area, the line judge on the serving team side shall move directly back and in line with the extension of the left sideline until the ball is contacted for serve. Then the line judge quickly moves back into position at the intersection of the end line and the left sideline.
- b. Line judges shall hold the same positions relative to the court through-out the match;
- c. The line judge on the serving team's side of the net shall hold the game ball;
- d. Line judges shall have a designated neutral area where they can be seated between games.

Art 3 . . . During the game each line judge shall assist the referee and umpire by:

- a. Determining at the moment of contact for the serve whether the server touches the end line or the floor outside the lines marking the width of the serving area;
- b. Indicating when the serve, or any played ball, crosses the net not entirely between the net antennas;
- c. Indicating when the ball touches the net, net antennas, and/or net supports not entirely between the net antennas;
- d. Indicating whether a ball is inbounds or out of bounds when it lands near any line for which the line judge is responsible;
- e. Indicating when a player touches a ball that is going out of bounds on the player's side of the net;
- f. Communicating with the referee when asked, when the ball touches the ceiling or overhead obstruction, if out of the view of the officials;

Art 4 . . . The use of flags by line judges is optional.

Art 5 . . . At the referee's discretion, the line judges may assist in calling violations not seen by the referee or umpire. The line judges will carry a whistle to facilitate this action.

Rule 6: The Team: Composition and Positions

Section 1: Team Players

Art 1 . . . A team shall consist of six players to begin the first game of the match. If a team has fewer than six eligible players to begin the match, the team will be allowed to play with five players with a 6th player as a “ghost” rotation to be placed in the team’s rotation. If a team has fewer than five players to begin the match, a forfeit shall be declared.

Art 2 . . . If a team has fewer than six eligible players due to illness, injury or disqualification after the start of a match, it shall continue play.

Section 2: The Captain

Art 1 . . . A playing captain shall be designated by each team, and this is the only player who may communicate with officials. If this player is replaced by a substitute, the coach shall designate a player as captain who shall remain as such until substituted for or until the original playing captain returns to the game.

Art 2 . . . During any dead ball, the playing captain may request the following for his/her team:

- a. Time-out;
- b. Verification of time-outs used;
- c. Verification of serving order.
- d. The playing captain may request verification of the proper server for the opponent, and if a signal is missed, ask the referee to repeat the call.

Section 3: Player Positions

Art 1 . . . The position of players in order of the serve shall be Right Back, Right Front, Center Front, Left Front, Left Back, and Center Back.

Art 2 . . . The libero is a back-row player who is a defensive specialist. Only one libero may be designated per game.

The libero, when used:

- a. Must be designated on the line-up sheet prior to each game;
- b. May be the team captain;
- c. May be used as an exceptional substitution for an injured player if no other legal substitute is available;
- d. Shall not replace a disqualified teammate;
- e. Shall be allowed to serve in one position in the serving order;

Art 3 . . . At the moment of serve:

- a. All players, except the server, shall be within the team’s playing area and may be in contact with the boundary lines or center line, but may not have any part of the body touching the floor outside those lines.
- b. All players, including the libero, shall be in correct serving order. Each right side player shall have at least part of one foot touching the floor closer to the right sideline than both feet of the center player in the corresponding row (except the server and the center back of the serving team). Each left side player shall have at least part of one foot touching the floor closer to the left sideline than both feet of the center player in the corresponding row. Each front-row player shall have at least part of one foot touching the floor closer to the center line than both feet of the corresponding back-row player.
- c. After the ball is contacted for the serve, players may move from their respective positions.

Art 4 . . . When a loss of rally occurs, the team preparing to serve shall rotate clockwise one position. A point is awarded as this team rotates.

Art 5 . . . When a team plays with fewer than six players due to illness, injury, or disqualification, a loss of rally/point shall awarded to the opponent each time the vacant position rotates to serve in the right back position.

Art 6 . . . A request for the team serving order may be made by that team's coach or playing captain while the ball is dead.

PENALTIES:

- 1. For illegal alignment, point/loss of rally is awarded to the opponent for:**
 - a. Overlapping by players other than the server at the moment a legal serve occurs.**
 - b. Positioning, at the moment of a legal serve, of any player, other than the server, outside the boundaries of the playing area.**
- 2. For an improper server or illegal replacement, loss of rally shall be awarded as soon as the improper server or illegal replacement is discovered and verified.**
 - a. When an improper server is discovered prior to the contact of the first serve by the opposing team, all points earned by the improper server shall be cancelled.**
 - b. When an improper server is not discovered until after the serve has alternated and the first serve has been contacted, there shall be no cancellation of points, and no penalty assessed.**
 - c. Proper serving order as written in the scorebook shall be regained immediately.**

Section 4: Screening

Art 1 . . . Players on the serving team shall not take action to prevent receivers from seeing the contact of the serve or the path of the served ball. Potential screens exist, but are not limited to:

- a. When a player(s) on the serving team waves arms, jumps, moves sideways or stands close to the server, and the ball is served over the player(s).**
- b. When a group of two or more teammates stand close together, and the ball is served directly over them.**

PENALTY:

- 1. A point/loss of rally is awarded to the opponent.**

Rule 7: Roster and Lineup

Section 1: Roster and Lineup

Art. 1 . . . Roster

- a. No later than 10 minutes prior to the end of the prematch warm-up, a coach from each team shall submit in writing to the scorer an accurate roster giving names and uniform numbers for all players.
- b. Any player designated as a libero in the match may be listed on the roster with two numbers. The first number represents the uniform number to be worn as a non-libero player; the second number represents the uniform number to be worn as a libero (e.g. 15/L4). If the libero player's uniform number is the same as his/her non-libero uniform number, it is not necessary to identify the libero number on the roster. The libero number may not be a duplicate of any other player on the roster.

Art. 2 . . . No later than two minutes prior to the end of the prematch warm-up, a coach from each team shall submit to the scorer an accurate, written lineup listing of the uniform numbers for the six starting players in the proper service order. Only one libero may be designated per game and must be designated on the lineup sheet prior to the game.

Thereafter, the written lineup shall not be changed except to replace a starting player who is injured/ill prior to the start of the match, or between games of a match.

Art. 3 . . . The written rosters and current lineups shall remain at the officials' table throughout each game.

Art. 4 . . . No later than two minutes following each game, a coach from each team shall submit a written, accurate numeric lineup to the scorer.

PENALTIES:

1. Failure to submit to the scorer no later than 2 minutes prior to the end of the timed prematch warm-up, a written, accurate roster including players' names and uniforms numbers results in a loss of rally being awarded the opponent when the inaccuracy is discovered. The roster shall be corrected.

NOTE: When a player's number changes because the player must change a uniform with excessive blood on it, the roster is corrected and no penalty is assessed.

2. Failure to submit to the scorer no later than two minutes prior to the end of timed prematch warm-up, a written, accurate numeric lineup results in a point/loss of rally being awarded to the opponent at the start of the first game.

3. Failure to submit a complete and written, accurate numeric lineup to the scorer no later than two minutes after the end of the previous game results in a point/loss of rally being awarded to the opponent at the start of the new game.

4. Failure to list on the roster a player/substitute entering the game results in a point/loss of rally being awarded to the opponent. The player/substitute may enter the game after the roster is corrected.

Rule 8: The Serve

Section 1: Definition

Art. 1 . . . A serve is contact with the ball to initiate play. The server shall hit the ball with one hand, fist or arm while the ball is held, or after it is released by the server. The ball shall be contacted within five seconds after the referee's signal to serve.

Art. 2 . . . The server shall serve from within the serving area (2-1-6) and shall not touch the end line or the floor outside the lines marking the width of the serving area at the instant the ball is contacted for the serve. The server's body may be in the air over or beyond the serving area boundary lines, having left the floor from within the serving area.

Exception (4th and 5th grade level: If the server is past the end line and completely within the playing area)

Art. 3 . . . A team's term of service begins when a player assumes the right back position as the server and ends when a loss of rally is awarded.

Art. 4 . . . A player's term of service begins when a player assumes the right back position as the server and ends when a loss of rally is awarded or a substitution for the player is made prior to the end of the team's term of service, Each player may have only one re-serve during a team's term of service.

Art. 5 . . . A re-serve shall be called when the server releases the ball for service, then catches it or drops it to the floor. The referee shall cancel the serve and direct a second and last attempt to serve. The server is allowed a new five seconds for the re-serve.

A re-serve is considered to be part of a single attempt to serve. Therefore, after the referee's signal for service, no requests (i.e., time-out, service order, lineup, substitution, libero replacement, etc.) may be recognized until after the ball has been served.

Section 2: General

Art. 1 . . . The first server of the game is the right back position. Thereafter, when a team is awarded a loss of rally, the player in the right front position rotates to the serving area.

Art. 2 . . . A team continues serving until it loses the rally or the game ends.

Art. 3 . . . The serve alternates when the serving team loses the rally.

Art. 4 . . . The team not serving first in the previous game of a match shall serve first in the next game.

Art. 5 . . . A serve is illegal and the ball remains dead if the server:

- a. Hits the ball illegally;
- b. Is touching the end line or the floor outside the serving area when the ball is contacted; **Exception (4th and 5th grade level: If the server is past the end line and completely within the playing area)**
- c. Does not contact the ball to serve within five seconds;
- d. Is out of serving order or is from the wrong team;
- e. Deliberately serves before the referee's signal to begin the serve;
- f. Releases the ball for service, then catches it or drops it to the floor more than once during one term of service.

Art. 6 . . . A served ball is a service fault and becomes dead when the ball:

- a. Does not legally cross the net, such when the ball:
 1. Passes under the net;
 2. Touches one of the server's teammates;
 3. Touches the floor on the server's side of the net.
- b. Crosses the net not entirely between the net antennas, or lands out of bounds;
- c. Touches the ceiling or any obstruction.

Art. 7 . . . When a receiving team player is out of position on the serve and:

- a. The ball is served illegally, the serving team is penalized;
- b. A service fault occurs, the receiving team is penalized.

PENALTIES:

- 1. For an illegal serve, a service fault, or the receiving team being out of position when there is an illegal serve, point/loss of rally is awarded to the receiving team.**
- 2. For the receiving team being out of position when there is a service fault, a point is awarded to the serving team.**
- 3. For the server having a second re-serve during the team's term of service, a point/loss of rally is awarded to the receiving team.**

Rule 9: During Play

Section 1: Team Benches

Art. 1 . . . All nonplaying team members, including coaches and other team personnel, shall be seated on the designated team bench during the game. The head coach may stand during the set in the replacement zone, subject to Rule 12-2-6.

Art. 2 . . . Teams shall occupy the bench located on the side of the net adjacent to their playing area throughout the match.

Section 2: Court Protocol

Art. 1 . . . For game two in a three game match, teams shall change playing areas and benches immediately when directed by the referee.

Art. 2 . . . After each game, teams shall line up on their respective end lines.

a. When directed by the referee to change courts, the nonplaying team members proceed immediately to their new team benches, and the players proceed counterclockwise along the sideline past the standard to their new team benches.

b. When directed to do so by the referee, the teams proceed immediately to their respective team benches.

PENALTY: For delay in following the court protocol procedures, unnecessary delay or an unsportsmanlike conduct penalty may be assessed.

Section 3: Live and Dead Balls

Art. 1 . . . A live ball is in play, from the moment the ball is legally contacted by the correct server until a dead ball occurs.

Art. 2 . . . A dead ball is declared by an official for any decision temporarily suspending play until the ball is legally contacted again for the serve.

Art. 3 . . . A live ball becomes dead when:

a. The ball touched the net antennas or does not pass entirely between the net antennas and passes beyond the plane of the center line extension;

b. The ball lands out of bounds;

c. The ball contacts the ceiling or an overhead obstruction and is not legally played next by the offending team;

d. The ball contacts the ceiling or an overhead obstruction after the third hit;

e. The ball contacts a wall or ceiling obstruction which is over a nonplayable area.

f. The ball becomes motionless in the net or an overhead obstruction;

g. The ball touches the floor;

h. The ball passes completely under the net;

i. The ball contacts a non-player in a playable area;

j. A ball (from the direction of the court) breaks the plane of a nonplayable area and goes beyond the legal reach of a player;

k. An official's whistle sounds;

l. In the official's judgment, a timer's audio signal interrupts play.

Section 4: Contacting the Ball

Art. 1 . . . A contact is any touch of the ball by a player (excluding the player's loose hair).

Art. 2 . . . A hit is a contact/touch of the ball which is counted as one of the team's three allowable plays before the ball is returned to the opponent's side of the court.

Art. 3 . . . A team shall not have more than three contacts before the ball crosses the net into the opponent's playing area or is touched by the opponent. When the team's first contact is simultaneous contact by opponents, or an action to block, the next contact is considered the team's first hit.

Art. 4 . . . A ball is considered to have crosses the net when:

- a. It has passes completely beyond the vertical plane of the net;
- b. It is partially over the net and is contacted by an opponent;
- c. No part of the ball has crossed the net, and is legally blocked;

Art. 5 . . . Legal contact is a touch of the ball by any part of a player's body which does not allow the ball to visibly come to rest or involved prolonged contact with a player's body.

Art. 6 . . . Simultaneous contact is more than one contact of the ball made at the same instant.

- a. When one player contacts the ball with two or more parts of the body at the same instant, it is permitted and considered one hit (except for a block which does not count as a hit).
- b. When teammates contact the ball at the same instant, it is permitted and considered one hit (except a block which does not count as a hit). Any player may make the next hit.
- c. A "joust" occurs when two opponents cause the ball to come to rest above the net through simultaneous contact. A "joust" is not a foul, and play continues as if the contact was instantaneous.
- d. When opposing players contact the ball at the same instant, the player on the opposite side of the net from which the ball falls shall be considered the player to have touched the ball last. The other player may participate in the next play and the simultaneous contact shall not count as a hit.

Art. 7 . . . Successive contacts of the ball are two or more separate attempts to play the ball by one player with no interrupting contact by a different player between the two plays. A player shall not have successive contacts of the ball unless there is:

- a. Simultaneous contact by teammates;
- b. Simultaneous contact by opposing players;
- c. Successive contacts by a player whose first contact is a block; then the second contact shall count as the first hit by the player's team.

Art. 8 . . . Multiple contacts are more than one contact by a player during one attempt to play the ball. Multiple contacts are permitted only:

- a. When the first ball over the net rebounds from one part of the player's body to one or more other legal parts in one attempt to block;
- b. On any first team hit, whether or not the ball is touched by the block.

PENALTIES: Point/loss of rally is awarded to the opponent when:

1. A team has more than three hits;
2. There is any illegal contact, illegal successive contacts and/or illegal multiple contacts of the ball.

Section 5: Player Actions

Art. 1 . . . Definitions

- a. Pass – A play in which the ball is hit into the air so another player can get into position to contact the ball.
 1. Forearm pass – a controlled skill, generally used as a team’s first hit, in which the ball rebounds from the forearms of the receiver to a teammate.
 2. Overhead pass (setting action) – two-hand finger action directing the ball.
 3. Set – two (or one)-hand finger action directing the ball to an attacker.
 4. Dig – an underhand or overhand defensive saving skill in which the ball is contacted by the forearms, fists, or hands.
- b. Attack – Any action other than a block or a serve that directs the ball towards the opponent’s court. A team’s third hit is always considered an attack. A completed attack occurs the instant the ball completely crosses the vertical plane of the net, or is legally blocked.
 1. Spike – an attack play in which the ball is forcibly hit into the opponent’s court with a one-hand overhead motion.
 2. Tip – a fingertip attack on the ball which directs the ball into the opponent’s court.
 3. Dump – a fingertip attack most commonly used by a setter on the second hit to direct the ball into the opponent’s court.
 4. Overhead pass – two-hand finger action directing the ball over the net.
- c. Block – A play approximately arm’s length from, at, or near the net in which a player(s), whose hand(s) is raised above the head, contacts the ball near the top of the net in an action that would:
 1. Prevent the ball from crossing the net;
 2. Return the ball immediately;
 3. Deflect the motion of the ball.

A block may involve wrist action provided there is no prolonged contact.

Art. 2 . . . Front-row players may contact the ball from any position inside or outside the court provided the ball has not completely crossed the vertical plane of the net or the net extended. (See 9-5-7)

Art. 3 . . . Back-row players, while positioned behind the attack line, may contact the ball from any position inside or outside the court above or below the top of the net.

Art. 4 . . . A back-row player (on or in front of the attack line), cannot contact the ball completely above the height of the net and complete an attack.

Art. 5 . . . A back-row player shall not:

- a. Participate in a block or an attempt to block;
- b. Attack a ball which is completely above the height of the net while positioned:
 1. On or in front of the attack line or its out-of-bounds extension;
 2. In the air, having left the floor on or in front of the attack line or it’s out-of-bounds extension.

NOTE: An illegal back-row attack not be called until the ball has completely crossed the net or is legally blocked by the opponent. (9-4-4)

Art. 6 . . . A libero shall not:

- a. Complete an attack from anywhere if, at the moment of contact, the ball is entirely above the height of the net;
- b. Set the ball using overhand finger action while on or in front of the attack line extended, resulting in a completed attack above the height of the net;
- c. Block or attempt to block;
- d. Rotate to the front row;

Art. 7 . . . A player may touch the floor across the center line with one or both feet/hands provided a part of the foot/feet or hand(s) remains on or above the center line. Contacting the floor across the center line with any other part of the body is illegal.

Art. 8 . . . A player may cross the extension of the center line outside the court at any time provided he/she does not interfere with play by the opposing team.

While across the center line extension outside the court, any player may play a ball that has not completely crossed the vertical plane of the net extended.

PENALTIES: Point/loss of rally is awarded to the opponent for an illegal hit, center-line violation, or back-row player foul.

Section 6: Net Play

Art. 1 . . . A ball contacting and crossing the net shall remain in play provided contact is entirely within the net antennas. A serve contacting and crossing the net shall remain in play provided that the ball is entirely within the net antennas.

Art. 2 . . . Recovering a ball hit into the net shall be permitted.

Art. 3 . . . A player shall not contact a ball which is completely on the opponent's side of the net unless the contact is a legal block.

Art. 4 . . . Blocking a ball which is entirely on the opponent's side of the net is permitted when the opposing team has had an opportunity to complete its attack. The attack is considered complete when the:

- a. Attacking team has completed its three allowable hits;
- b. Attacking team has had the opportunity to complete the attack or, in the official's judgment, directs the ball toward the opponent's court;
- c. Ball is falling near the net and, in the official's judgment, no member of the attacking team could make a play on the ball;

Art. 5 . . . Blocking a served ball is not permitted.

Art. 6 . . . A ball may be attacked, excluding a served ball, when it has partially crossed the net.

Attacking a served ball while the ball is completely above the height of the net is not permitted. However, the contact is legal, and the ball is not out of play until it completely crosses the vertical plane of the net or is legally contacted by an opponent.

Art. 7 . . . A net foul occurs while the ball is in play and:

- a. A player contacts any part of the net including net cables or net antennas. It is not a foul when a player's loose hair touches the net, or the force of the ball hit by an opponent pushes the net or net cables into the player.
- b. A player gains an advantage by contacting the floor/wall cables, standards or referee's platform;
- c. There is dangerous contact by a player with the floor/wall cables, standards or referee's platform;
- d. There is interference by a player who makes:
 1. Contact with an opponent which interferes with the opponent's legitimate effort to play the ball;
 2. Intentional contact with a ball which the opponent has caused to pass partially under the net or into the body of the net and the opponent is attempting to play it again.

PENALTIES: For a net foul or over-the-net foul, point/loss of rally is awarded to the opponent.

Section 7: Faults

Art. 1 . . . A fault is a failure to play as permitted by the rules.

Art. 2 . . . A double fault occurs when opposing players commit rule violations at the same instant.

Art. 3 . . . A multiple fault occurs when the same team commits more than one violation of a single rule at the same instant during play or dead ball.

Art. 4 . . . A simultaneous fault occurs when a team violates more than one rule at the same instant during play or dead ball.

Art. 5 . . . A double hit occurs when a player's successive or multiple contacts or illegal. (9-4-7, 9-4-8)

Art. 6 . . . A foot fault occurs when a player violates the serving area or center line restrictions (8-1-2, 9-5-2, 9-5-6, 9-5-7)

PENALTIES:

- 1. For a single fault (i.e., double hit or foot fault), point/loss of rally is awarded to the opponent.**
- 2. For a double fault during a :**
 - a. Live-ball play, a replay is called;**
 - b. Dead ball, the penalty is assessed against the serving team followed by the receiving team with both teams rotating.**
- 3. For a multiple fault, only one penalty is assessed (point/loss of rally or a charged time-out).**
- 4. For a simultaneous fault during a:**
 - a. Live-ball play, only one penalty is assessed;**
 - b. Dead ball, all applicable penalties are assessed.**

Section 8: Replay

Art. 1 . . . A replay is the act of putting the ball in play without awarding a point/loss of rally and without a rotation for the serve. A replay may be declared when:

- a. An official's mistaken whistle or a timer's audio signal interrupts play;
- b. A double whistle occurs on the serve;
- c. A player unintentionally serves the ball prior to the referee's signal to serve;
- d. There is a double foul during a live ball;
- e. There are conflicting calls which the referee cannot resolve;
- f. A player's legitimate effort to legally play the ball, in the judgment of the official, is affected by a:
 1. Nonplayer anywhere in a playable area;
 2. Wall, floor obstacle or nonplayable area within 6 feet of the court;
 3. Ball becoming motionless in net inside the net antennas or on/in an overhead obstruction over a playable area. (Exception: third hit 9-3-3d)
- g. Play is interrupted because:
 1. A foreign object enters the proximity of the playing area;
 2. The official determines that a player has been injured.
- h. The ball contacts a backboard or its supports hanging in a vertical position over a playable area and, in the judgment of the official, the ball would have remained in play had the backboard not been there, and a player is able to make a legitimate play for the ball.

Section 9: Unnecessary Delay

Art. 1 . . . Unnecessary delay includes, but is not limited to when:

- a. A team is not immediately ready to start play when indicated by the official;
- b. Delay results from a substitution attempting to enter, or when a player in the game is wearing illegal equipment or an illegal uniform;
- c. A coach/captain makes excessive requests for the serving order;
- d. A team delays substituting;
- e. An illegal substitution or illegal libero replacement enters or attempts to enter the game;
- f. An illegal replacement attempts to enter the game (illegal alignment once signal for serve).
- g. A team repeatedly uses improper substitution procedure;
- h. A coach does not make a decision about an injured player within 30 seconds;
- i. A delay is caused by cleaning up liquid or other substance used by a team(s) during a time-out;
- j. A team does not confer in the team's bench or court are during a time-out;
- k. A team requests a time-out in a game after it has taken its allotted time-outs.
- l. The libero enters the court outside the libero replacement zone.

PENALTIES: For a coach, player, substitute or team charged with unnecessary delay, a time-out shall be assessed and the 60 seconds given. If the team has used all its time-outs, point/loss of rally is awarded to the opponent, and the game is resumed immediately.

Rule 10: Substitutes and Substitution

Section 1: Substitution Requests

Art. 1 . . . A substitution is the replacement of at least one player in the game by a teammate (substitute) who is listed on the roster.

Art. 2 . . . A request for substitution shall not be recognized if made:

- a. By anyone other than a coach or substitute entering the substitution zone;
- b. During a live ball;
- c. After the referee has signaled for serve.

Art. 3 . . . Each team is permitted only one request for substitution during the same dead ball. Other requests by the same team shall be denied.

Art. 4 . . . Substitution requests prior to the start of the game shall be denied. In case of an injury or illness to a starting player, a lineup change may be made without penalty, and no entry shall be charged to the injured/ill player.

Section 2: Procedure for Substitution

Art. 1 . . . The request a substitution:

- a. The coach may visually signal to the referees that substitution is desired, or
- b. The substitute may enter the substitution zone.

Art. 2 . . . The referee recognizes the request by whistle and signal.

Art. 3 . . . After the referee's recognition of a request, the substitute shall proceed without delay to the substitution zone (sideline between the attack line and the center line of that team's playing area).

- a. The substitute may report to the second referee his/her number and the number of the player leaving the court;
- b. If more than one substitution is to be made, the substitutions shall be made in succession, one pair of players after another (substitute and outgoing player) with only one substitute in the substitution zone at a time;
- c. When more than one substitution is requested, the incoming substitutes must be ready to enter the substitution zone once the preceding substitute has been released to enter the court.

Art. 4 . . . The player and substitute shall remain in the substitution zone until the umpire releases them.

Art. 5 . . . During a time-out:

- a. Each substitute's number and then the number of the player to be replaced shall be reported to the umpire. **Substitutes from the same team must report at the same time.**
- b. The umpire reports the numbers of the players involved to the scorer.
- c. Player(s) shall enter the game at the end of the time-out without following normal exchange procedures.

Art. 6 . . . Improper substitution occurs and is corrected when a:

- a. Substitute and the player being replaced do not take correct exchange positions.
- b. Substitute enters or a player leaves the court before the umpire directs them to do so;
- c. Substitute's number and the number of the player being replaced are not reported to the umpire when the substitution occurs during a time-out.

Art. 7 . . . Delaying substitution is illegal and occurs when a:

- a. Coach:
 1. After the request and instructing players, does not remain in replacement zone at least 6 feet back from the sideline. Once the first referee extends the arm in preparation to whistle and signal serve;

2. Withdraws a substitution request after it has been recognized;
- b. Substitute fails to immediately:
 1. Report to the second referee after substitution request is recognized;
 2. Enter the court when indicated by the umpire.
- c. Substitution includes more than one substitution from a team, and multiple substitutions do not report (one at a time) to the substitution zone ready to enter the set once the preceding substitutes has been released to enter the court.

PENALTIES:

1. Unnecessary delay is charged to the offending team when a:
 - a. **Substitution is delayed;**
 - b. **Substitution is denied by the umpire after the request has been recognized because the substitute is illegal; or is wearing illegal equipment or an illegal uniform;**
 - c. **Team repeatedly uses improper substitution.**
2. **After a team is charged with unnecessary delay;**
 - a. **The coach may withdraw the request;**
 - b. **For illegal substitution, substitution is allowed after corrections are made, if there is no further delay of the game.**

Section 3: Substitutes

- Art. 1 . . .** The position of the substitute shall be that of the player replaced without changing the serving order as recorded on the score sheet. (known as player-for-player substitutions)
- Art. 2 . . .** A team is allowed a maximum of 18 substitutions per game. Each player is allowed unlimited entries within the team limit. Starting the game does not count as a substitution. An illegal substitution does not count as an entry provided the illegal substitute is removed from the court.
- Art. 3 . . .** A re-entering player shall not return to the game during the same dead ball in which the player was replaced. The re-entering player shall assume the original position in the serving order in relation to other teammates.
- Art. 4 . . .** An injured/ill player who is legally replaced may re-enter the game.
- Art. 5 . . .** When a player is rendered unconscious or apparently unconscious during a game, the player shall not be permitted to resume participation that day without written authorization from a physician. When it involves a player in the game, the referee shall determine if the player is unconscious or apparently unconscious.
- Art. 6 . . .** When teams have exhausted their 18 team substitutions or when no legal substitutes are available, an exceptional substitution is permitted only for an injured/ill player in the following priority:
- a. By a player who has never played in the game or a player who has played in that position earlier in the game.
 - b. By any legal player on the bench, regardless of previous position played. An injured/ill player replaced by an exceptional substitution may no re-enter a game in which the exceptional substitution takes place. A team may not play with fewer than six players if there is a legal substitute (including an exceptional substitution) available.
 - c. An exceptional substitution is counted as a team substitution if the team has not exhausted its 18 substitutions.

Art. 7 . . . A substitution is illegal when the substitute:

- a. Is in the game without following the required substitution procedure;
- b. Is not listed on the roster;
- c. Re-enters or attempts to re-enter the game:
 1. During the same dead ball;
 2. In which the substitute was previously replaced by exceptional substitution procedure;
 3. As an 19th substitute;
 4. Without assuming the original position in the serving order as recorded on the score sheet (except for an exceptional substitution).

PENALTY:

1. Illegal alignment is now charged when an illegal substitute is identified in the set after the whistle/signal for serve.
 2. For the serving team, any points known to have been scored during a term of service in which an illegal substitute is discovered in the game shall be canceled.
 - 3. For the receiving team prior to the contact of the serve by the opposing team, all points earned during the previous term of service by the violating team while the illegal substitute was in the game, shall be canceled.**
 - 4. After the serve has alternated and the first serve is contacted, there shall be no cancellation of points.**
- In all cases, the illegal substitute must enter legally or be replaced by a legal player.**

Section 4: Libero Replacement

Art 1 . . . Procedures for libero replacement:

- a. The libero designated on the lineup for that game is allowed to replace any player in a back-row position. The libero may serve in one position in the service order.
- b. The libero may only be replaced by the player whom he/she replaced.
- c. One libero replacement may be exercised per dead ball unless the libero is replacing the player in the right back position and will serve the next rally.
- d. Libero replacements do not count as substitutions and are unlimited.
- e. A libero replacement must take place between the attack line and the end-line in front of that team's bench.
- f. A libero replacement must be completed during a dead ball prior to the whistle and signal for serve.

Art 2 . . . Replacements may only take place:

- a. At the start of each game after the starting lineup has been checked by the referee;
- b. After the end of a rally;
- c. While the ball is out of play and prior to the whistle and signal for serve.
- d. A libero replacement cannot take place during a time-out. Replacements can occur after a time-out when all players have returned to the court provided the replacement sits out one rally/dead ball.

Art 3 . . . Libero Redesignation and disqualifications:

a. Injury substitution – If the libero is injured and cannot continue play, he/she must first be replaced by the player whom he/she replaced. A new libero may then be redesignated using the following criteria:

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

2. Any substitute may be designated as the libero for the injured libero. The injured libero may not play in the remainder of that game.

3. The player redesignated as the libero must wear a libero uniform and must remain the libero for the remainder of the game. The redesignated libero's uniform must have a unique number (not worn by any teammate).

b. Exceptional substitution – The libero may be used as an exceptional substitution for another injured player if no other possible substitute exists. When no longer playing as a libero, that player must wear the same uniform as the teammates and the team continues play with no libero.

c. Disqualification substitution – The libero may not be used as a substitute for a disqualified teammate.

d. Libero disqualification – If the libero is disqualified while playing, he/she must be replaced by the player whom she/he replaced. The team continues to play with no libero.

Art 4 . . . A libero replacement is illegal when:

a. The libero or the replacement is in the game without following the required replacement procedure;

b. The libero or the replacement is not listed on the roster;

c. A libero other than the libero designated on the lineup for that games replaces a player on the floor.

Art 5 . . . Libero serving:

a. The libero will be allowed to serve in one rotation;

b. When serving, the libero would not be required to leave the playing area or be out of the game for one rally/dead ball before replacing the incoming player in the right back position.

PENALTIES:

1. **Unnecessary delay is charged to the offending team when an illegal libero replacement take place prior to the whistle/signal for serve. If identified after the whistle/signal for serve, illegal alignment results (loss of rally/point). In all cases, the illegal libero must enter legally or be replaced by a legal player.**

2. **For the serving team, any points known to have been scored during a term of service in which an illegal libero is discovered in the game, shall be cancelled.**

3. **For the receiving team prior to the contact of there serve by the opposing team, all points earned during the previous term of service by the violating team while the illegal libero was in the game, shall be cancelled.**

4. **After the serve has alternated and the first serve is contacted, there shall be no cancellation of points.**

Rule 11: Time-outs and Intermission

Section 1: Definitions

Art. 1 . . . Charged time-outs are those requested by a team or charged to a team by the referee or umpire.

Art. 2 . . . Officials' time-outs are those taken by officials for any reason they deem necessary.

Section 2: General

Art. 1 . . . Requests for time-outs shall be signaled by the coach or playing captain only during dead balls, but not after the referee has signaled for the next serve.

Art. 2 . . . A time-out requested prior to the start of the game shall be honored.

Art. 3 . . . Charged time-outs begin when the official recognizes the request with the whistle and signal. A time-out will last for a maximum of 60 seconds, unless both teams are ready to play. Each team is limited to two time-outs per game. Requests for additional time-outs shall be denied and the requesting team penalized. Time-outs may be taken consecutively without play between them.

Art. 4 . . . During officials' or team time-outs, teams may confer with their coaches only on their court or at their team bench area.

PENALTIES:

1. For a team not conferring in the specified area or delaying its return to the floor after a time-out, unnecessary delay shall be charged. A time-out shall be assessed the offending team and the team shall be given the 60 seconds, if it has a time-out remaining.
2. If a team has used all its time-outs, point/loss of rally is awarded to the opponent, and the game shall be resumed immediately.

Section 3: Reviewing Decisions

Art. 1 . . . To review a decision by an official which may have resulted in an incorrect decision, a coach may request and be granted a time-out, provided the request is made during the dead ball immediately following the situation in which the possible incorrect decision occurred. When a time-out is so granted, the coach shall confer with the referee at the referee's platform. If the conference results in the referee altering the ruling, the opposing coach shall be notified by the umpire, the revision made and the time-out charged to the official.

Art. 2 . . . Decisions based on the judgment of the official(s) are final and not subject to review.

PENALTY: If the official's decision prevails, the team requesting the conference shall be charged a time-out. If the team has already used its allotted time-outs, a point/loss of rally shall be awarded to the opponent.

Section 4: Injury

Art. 1 . . . In case of an injury/illness during the game, the referee may interrupt play and call an official's time-out. Within 30 seconds, the coach shall:

- a. Request a substitution for the player;
- b. Leave the player in the game with play beginning immediately, or:
- c. Take a team time-out if the team has not used its allotted time-outs.

The game shall resume with a replay.

NOTE: if the decision is made to substitute for the injured player, the team shall be allowed the necessary time to safely move the player from the court.

Art. 2 . . . When it is detected that a player is bleeding, has an open wound or has a uniform with an excessive amount of blood on it, the game shall be stopped at the earliest possible time. This interruption of play shall be administered as an injury time-out. In all situations, the player(s) shall receive proper treatment before resuming participation.

Art. 3 . . . In case of injury or illness to a starting player prior to a game, the injured/ill player is replaced in the line-up without penalty and no entry is charged to the injured or ill player.

Section 5: Between Games

Art. 1 . . . **The time period between games of a match shall be no more than three minutes, beginning when the referee signals the teams to their appropriate benches.**

Rule 12: Conduct

Note 1: No official or league representative shall use any form of alcohol or tobacco product beginning with arrival at the competition site until departure following the completion of the match.

Note 2: Prior to the match officials shall meet with the head coach and captains to discuss sportsmanship expectations.

Section 1: Definition

Art. 1 . . . Unsportsmanlike conduct includes actions which are unbecoming to an ethical, fair, honorable individual. It consists of acts of deceit, disrespect or vulgarity and includes taunting.

Note: The Worth Township League disapproves of any form of taunting which is intended or designed to embarrass, ridicule or demean others under any circumstances including on the basis of race, religion, gender or national origin.

Section 2: Conduct: Players, Coaches, and/or Team Attendants

Art. 1 . . . No player, coach, and/or team attendant shall act in an unsportsmanlike manner while on or near the court before, during or between games.

Art. 2 . . . It is considered a serious offense (red card) for any player, coach and/or team attendant to use any form of tobacco product.

Art. 3 . . . The captain and head coach from each team shall attend the prematch conference.

Art. 4 . . . A team shall not refuse to play when directed so by the referee.

Art. 5 . . . Assistant coaches shall remain seated on the bench during a game except

to:

- a. Request a time-out or substitution during a dead ball;**
- b. Ask the umpire, during a dead-ball situation, to review the accuracy of the score, verify the number of time-outs used, the serving order of his/her team, or to verify the proper server for the opponent;**
- c. Stand at the bench to greet a replaced player;**
- d. Confer with players during time-outs;**
- e. Spontaneously react to an outstanding play by member(s) of their own team;**
- f. Confer with officials during specifically requested time-outs;**
- g. Attend an injured player with permission of the official.**

Art. 6 . . . A head coach may stand in the libero replacement zone to coach his or her

players. During play, the head coach shall be non closer to the court than 6 feet

from the sideline. If a card (yellow or red) is issued to the head coach, assistant

coach(es), or team bench, the head coach must remain seated for the remainder of

the match except:

- a. To request a time-out or substitution during a dead ball;**
- b. To confer with officials during specifically requested time-outs;**
- c. as provided in Rule 12-2-5, items a through g.**

Art. 7 . . . Non-playing tem members shall remain seated on the team bench during a

game except to:

- d. Spontaneously react to an outstanding play by members of their own team;**
- e. Go to a non-playable area to warm-up without balls prior to entry into the game as a substitute;**
- f. Stand at the bench to greet a replaced player(s), then immediately sit down.**

Art. 8 . . . Unsportsmanlike conduct for a coach, substitute, or team attendant

includes, but is not limited to the following:

- a. Use of disconcerting acts or words when an opponent is about to play the ball;**
- b. Entering the court while the ball is in play;**
- c. Attempting to influence a decision by an official;**
- d. Disrespectfully addressing an official;**
- e. Questioning an official's judgment;**
- f. Disrespectfully addressing, baiting or taunting anyone involved in the contest;**
- g. Using electronic equipment, excluding computers (i.e., television monitoring/replay equipment, headsets, etc.) for coaching purposes during the game or any intermission;**
- h. Using a sounding device (i.e., megaphone, horn, etc.) at courtside for coaching purposes;**

- i. Holding unauthorized conferences;**
- j. Attempting the re-entry of a disqualified player;**
- k. Illegally leaving the designated bench during the game;**
- l. Making any excessive requests designed to disrupt the game;**
- m. Abusing the re-serve rule.**

Art. 9 . . . Unsportsmanlike conduct by a player includes but is not limited to:

- a. Use of disconcerting acts or words when an opponent is about to play the ball;**
- b. Disrespectfully addressing an official;**
- c. Questioning or trying to influence officials' decisions;**
- d. Showing disgust with officials' decisions;**
- e. Using profane or insulting language or gestures or baiting/taunting anyone involved in the contest;**
- f. Making any contact with an opponent which is deemed unnecessary and which incites roughness;**
- g. Using any part of a teammate's body or any object to gain physical support for advantage in playing the ball;**
- h. Deliberately serving prior to the signal for serve;**
- i. Abusing the re-serve rule;**
- j. Spitting other than into the proper receptacle;**
- k. Making any excessive requests designed to disrupt the game.**

PROCEDURE FOR UNSPORTSMANLIKE CONDUCT VIOLATIONS:

- 1. The first referee, as the head official, sets the tone for the match and shall be responsible for controlling the unsportsmanlike conduct of coaches, players, and/or other team personnel. Therefore, only the first referee shall administer the cards as follows:**
 - a. Hold the card(s) in the hand(s) on the offending team's side of the court with the arm outstretched, elbow bent 90 degrees and hand(s) held head-high;**
 - b. Verbalize to the second referee the number of the player(s) or which coach is receiving the card. The first referee should be sure that the second referee also had identified the offender(s) and verified that the scorer has recorded the information on the score sheet. Under no circumstances shall the officials permit unsportsmanlike behavior to occur without a penalty. If there are multiple offenses, each offender shall be penalized.**
- 2. When the second referee sees or hears an action or response that necessitates a card, he/she shall move to the offending team's side of the net and take a few steps onto the court toward the first referee. The second referee holds the card(s) in the middle of his/her chest and indicates verbally the number of the offending player(s) or coach. It is the responsibility of the first referee to immediately administer any card(s) requested by the second referee.**
- 3. Warning: For a first minor offense, a yellow card is administered by the referee at the first dead ball. The warning shall be recorded in the Comments section on the score sheet and on the second referee's lineup card. No penalty is assessed.**
- 4. Penalty: For a second minor offense by the same individual, or for a single serious offense, a red card is administered at the first dead ball. A point/loss of**

rally is awarded to the opponent, and the penalty is recorded in the Comments section on the score sheet and on the second referee's line-up card.

5. Disqualification: For a third minor or second serious offense by the same individual, or a single flagrant offense, the yellow and red cards are displayed apart (usually at the first dead ball). The offender is disqualified from further participation in the match, and may be removed from the vicinity of the team bench provided there is an authorized league personnel available to supervise. (When the offender is a coach or other adult team personnel, the offender shall be removed from the premises.) A point/loss of rally is awarded to the opponent, and the official shall notify the appropriate coach of the reason for the disqualification. The disqualification is recorded in the Comments section of the score sheet and on the second referee's line-up card.

6. Forfeit:

a. If a disqualified individual violates the conduct rule following disqualification, the offender's team shall forfeit the match.

b. If the coach is removed from the premises and there is no other authorized

league personnel available, the team shall forfeit the match;

b. If a team refuses to play when directed to do so by the referee, the team shall forfeit the match.

7. If the situation warrants, the officials may issue a red card or a yellow and red card on a first unsportsmanlike conduct violation.

8. The second referee shall direct the scorer to record the proper notations and verify that the scorer has recorded them.

9. All cards carry over from game to game throughout the match. The umpire shall keep notations on the line-up card. The scorer shall notify the umpire of any previous violations by the same individual.

10. When unsportsmanlike conduct occurs from the bench or court and the officials cannot determine the specific offender(s), the warning or penalty is issued to the coach.

11. Any cards issued for unsportsmanlike conduct prior to the first game or between games shall be administered at the beginning of the game immediately following the violation. After lineups are recorded, the card(s) is recorded in the Comments section on the score sheet for the game in which it is administered.

12. Requests such as time-out, serving order check, substitution, etc. shall not be recognized until after the card(s) is administered.

13. If the team captain asks in a proper manner, the referee shall give the reason for the penalty, but shall not permit further discussion of the penalty.

Section 3: Unsportsmanlike Conduct: Spectators

Art. 1 . . . When a spectator becomes unruly or interferes with the orderly progress of the game, the referee shall suspend the game until the league officials resolve the situation and the game can proceed in an orderly manner.



NFHS OFFICIAL VOLLEYBALL SIGNALS

<p>1</p> <p>Illegal Alignment/ Improper Server</p>	<p>2</p> <p>Line Violation</p>	<p>3</p> <p>Illegal Hit</p>	<p>4</p> <p>Delay of Service</p>	<p>5</p> <p>Over-the-Net</p>
<p>6</p> <p>Net Foul or Net Serve</p>	<p>7</p> <p>Legal Back Row Attack</p>	<p>8</p> <p>Illegal Attack of Server/ Back Row Attack</p>	<p>9</p> <p>Illegal Block/Screening</p>	<p>10</p> <p>Ball Touched</p>
<p>11</p> <p>Four Hits</p>	<p>12</p> <p>Double Hit</p>	<p>13</p> <p>Ball Lands In-Bounds</p>	<p>14</p> <p>Out-of-Bounds/ Antenna Violation</p>	<p>15</p> <p>Begin Serve</p>
<p>16</p> <p>Authorization to Enter</p>	<p>17</p> <p>Point</p>	<p>18</p> <p>Replay/Re-serve</p>	<p>19a</p> <p>Substitution</p>	<p>20</p> <p>Illegal Substitution</p>
<p>21a</p> <p>Team Time-Out</p>	<p>21b</p> <p>Officials Time-Out</p>	<p>22</p> <p>Unnecessary Delay</p>	<p>23</p> <p>End of Game</p>	<p>24</p> <p>Change of Courts</p>