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ABRIDGED
DOMESTIC
COMPETITION REGULATIONS



*USA*Volleyball®

CHAPTER 3

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CHAPTER 3 PLAYING FORMAT

6 TO SCORE A POINT, TO WIN A SET AND THE MATCH

6.1 TO SCORE A POINT

6.1.1 Point

A team scores a point:

- 6.1.1.1 by successfully landing the ball on the opponent's court;
- 6.1.1.2 when the opponent team commits a fault;
- 6.1.1.3 when the opponent team receives a penalty.

6.1.2 Fault

A team commits a fault by making a playing action contrary to the rules (or by violating them in some other way). The referees judge the faults and determine the consequences according to the Rules:

- 6.1.2.1 If two or more faults are committed successively, only the first one is counted.
- 6.1.2.2 If two or more faults are committed by opponents simultaneously, a DOUBLE FAULT is called and the rally is replayed.

6.1.3 Rally and completed rally

A **rally** is the sequence of playing actions from the moment of the service hit by the server until the ball is out of play. A **completed rally** is the sequence of playing actions which results in the award of a point.

This includes:

- the award of a penalty point
- loss of service for service hit made after the time limit.

- 6.1.3.1 If the serving team wins a rally, it scores a point and continues to serve.
- 6.1.3.2 If the receiving team wins a rally, it scores a point and it must serve next.

6.2 TO WIN A SET

A set (except the deciding set) is won by the team which first scores 25 points with a minimum lead of two points. In the case of a 24-24 tie, play is continued until a two-point lead is achieved (26-24; 27-25; ...).

6.3 TO WIN THE MATCH

- 6.3.1 *For tournament play, the match is won by the team that wins two sets out of three. A set (except the deciding 3rd set) is won by the first team to score 25 points with a minimum lead of two points.*
- 6.3.2 *In the case of a 1-1 tie, the deciding 3rd set is played to 15 points with*

a minimum lead of two points.

- 6.3.3 *A playoff set is considered a match and only one set will be played. The match is won by the team that scores either 15 or 25 (as specified in the tournament guidelines) with a two-point advantage. Teams change courts when one team has scored 8 or 13 points, respectively.*

6.4 DEFAULT AND INCOMPLETE TEAM

- 6.4.1 *If a team refuses to play after being summoned to do so, it is declared in default and forfeits the match with the result 0-2 for the match and 0-25 for each set.*
- 6.4.2 *A team that, without justifiable reason, does not appear on the playing court on time is declared in default with the same result as in Rule 6.4.1.*
- 6.4.3 *A team that is declared INCOMPLETE for the set or for the match, loses the set or the match. The opponent team is given the points, or the points and the sets, needed to win the set or the match. The incomplete team keeps its points and sets.*

7 STRUCTURE OF PLAY

7.1 THE TOSS

Before the match, the 1st referee carries out a toss to decide upon the first service and the sides of the court in the first set. If a deciding set is to be played, a new toss will be carried out.

- 7.1.1 *The toss is taken in the presence of the two team captains.*

- 7.1.2 *The winner of the toss chooses:*

EITHER

- 7.1.2.1 *the right to serve or to receive the service,*

OR

- 7.1.2.2 *the side of the court.*

The loser takes the remaining choice.

7.2 OFFICIAL WARM-UP SESSION

- 7.2.1 *Unless modified by Specific Competition Regulations, the teams are entitled to a 10-minute official warm-up period consisting of 2 minutes of shared court, followed by two 4-minute periods of exclusive use.*

- 7.2.2 *a. For consecutive warm-up periods, the team with first service has the court first.*
- b. For junior competition, when one team has exclusive use of the court, the other team must either be at its team bench or out of the playing area. Warming up with balls at the team bench or in the spectator walkways is not permitted, even if other aspects of the warm-up period are modified. Shagging balls for the opponents during their warm-up period is allowed.*

7.3 TEAM STARTING LINE-UP

7.3.1 There must always be six players per team in play. The team's starting line-up indicates the rotational order of the players on the court. This order must be maintained throughout the set.

If failure to adhere to Rule 7.3.1 is due to insufficient players on a team to begin a match, the team defaults the first set at match time. After a team defaults the first set of a match, an interval of up to 10 minutes shall be allowed for the team to produce sufficient players to play the next set. If the team has six players present prior to the expiration of this interval, play shall begin immediately. If, after the 10-minute interval a team does not have at least six players present and ready to play, the second set shall be declared a default. If the match consists of the best three out of five sets, an additional 10-minute interval shall be allowed before declaring the match a default.

7.3.2 *At least two minutes before the end of the timed warm-up period and 30 seconds prior to the expiration of the interval between sets, a coach or game captain submits the team's starting line-up on a signed line-up sheet to the 2nd referee or scorer.*

7.3.3 The players who are not in the starting line-up of a set are the substitutes for that set (except the Liberos).

7.3.4 Once the line-up sheet has been delivered to the 2nd referee or scorer, no change in line-up may be authorized without a regular substitution.

7.3.5 Discrepancies between players' position on court and on the line-up sheet are dealt with as follows:

7.3.5.1 When such a discrepancy is discovered before the start of the set, players' positions must be rectified according to those on the line-up sheet—there will be no sanction;

7.3.5.2 when, before the start of the set, any player on court is found not to be registered on the line-up sheet of that set, this player must be changed to conform to the line-up sheet—there will be no sanction;

7.3.5.3 however, if the coach wishes to keep such non-recorded player(s) on the court, he/she has to request regular substitution(s), by use of the corresponding hand signal, which will then be recorded on the score sheet. If a discrepancy between players' positions and the line-up sheet is discovered later, the team at fault must revert to the correct positions. The opponent's points remain valid and in addition they receive a point and the next service. All points scored by the team at fault from the exact moment of the fault up to the discovery of the fault are cancelled.

USAV TEST Rule 7.3.5.3: If the positional fault is discovered before the opponent serves, all points scored subsequent to the fault must be cancelled. In addition, all time-outs taken by the team not at fault, as well as substitutions and team

sanctions charged to either team subsequent to the commission of the positional fault, must be cancelled. Individual misconduct sanctions assessed to either team, and time-outs taken by the team at fault, are not cancelled. If the points scored while the player was out of position cannot be determined or the opponents have served, then a loss of rally is the only penalty charged. The opponents retain any points scored.

- 7.3.5.4 Where a player is found to be on court but he/she is not registered on the team roster, the opponent's points remain valid, and in addition they gain a point and service. The team at fault will lose all points and/or sets (0:25, if necessary) gained from the moment the non-registered player entered the court, and will have to submit a revised line-up sheet and send a new registered player into the court, in the position of the non-registered player.

7.4 POSITIONS

At the moment the ball is hit by the server, each team must be positioned within its own court in the rotational order (except the server).

- 7.4.1 The positions of the players are numbered as follows:

7.4.1.1 The three players along the net are front-row players and occupy positions 4 (front-left), 3 (front-center) and 2 (front-right);

7.4.1.2 The other three are back-row players occupying positions 5 (back-left), 6 (back-center) and 1 (back-right).

- 7.4.2 Relative positions between players:

7.4.2.1 Each back-row player must be positioned further back from the center line than the corresponding front-row player;

7.4.2.2 The front-row players and the back-row players, respectively, must be positioned laterally in the order indicated in Rule 7.4.1.

- 7.4.3 The positions of players are determined and controlled according to the positions of their feet contacting the ground as follows:

7.4.3.1 each front-row player must have at least a part of his/her foot closer to the center line than the feet of the corresponding back-row player;

7.4.3.2 each right- (left-) side player must have at least a part of his/her foot closer to the right (left) side line than the feet of the center player in that row.

The position of the players is judged according to the position of the foot last in contact with the floor at the time the ball is contacted for service.

- 7.4.4 After the service hit, the players may move around and occupy any position on their court and the free zone.

7.5 POSITIONAL FAULT

- 7.5.1 The team commits a positional fault, if any player is not in his/her correct position at the moment the ball is hit by the server. When a player is on court through illegal substitution, and play restarts, this is counted as a positional fault with the consequences of an illegal substitution.
- 7.5.2 If the server commits a serving fault at the moment of the service hit, the server's fault is counted before a positional fault.
- 7.5.3 If the service becomes faulty after the service hit, it is the positional fault that will be counted.
- 7.5.4 A positional fault leads to the following consequences:
- 7.5.4.1 the team is sanctioned with a point and service to the opponent;
 - 7.5.4.2 players' positions must be rectified.

USAV TEST Rule 7.5.4: If the positional fault is discovered before the opponent serves, all points scored subsequent to the fault must be cancelled. In addition, all time-outs taken by the team not at fault, as well as substitution- and team sanctions charged to either team subsequent to the commission of the positional fault, must be cancelled. Individual misconduct sanctions assessed to either team, and time-outs taken by the team at fault, are not cancelled. If the points scored while the player was out of position cannot be determined or the opponents have served, then a loss of rally is the only penalty charged. The opponents retain any points scored.

7.6 ROTATION

- 7.6.1 The rotational order is determined by the team's starting line-up and controlled with the service order and players' positions throughout the set.
- 7.6.2 When the receiving team has gained the right to serve, its players rotate one position clockwise: the player in position 2 rotates to position 1 to serve, the player in position 1 rotates to position 6, etc.

7.7 ROTATIONAL FAULT

- 7.7.1 A rotational fault is committed when the SERVICE is not made according to the rotational order or when a Libero serves in a second rotation position in the same set. It leads to the following consequences in order:
- 7.7.1.1 the scorer stops play by the buzzer and the opponent gains a point and next service. If the rotational fault is determined only after the completion of the rally which started with a rotational fault, only a single point is awarded to the opponent, regardless of the result of the rally played.
 - 7.7.1.2 the rotational order of the faulty team must be rectified;
- 7.7.2 Additionally, the scorer should determine the exact moment when the fault was committed, and all points scored subsequently by the team at fault must be cancelled. The opponent's points remain valid. If that

moment cannot be determined, no point(s) cancellation takes place, and a point and service to the opponent is the only sanction.

USAV TEST Rule 7.7.2: If the rotational fault is discovered before the opponents serve, all points scored subsequent to the fault must be cancelled. In addition, all time-outs taken by the team not at fault, as well as substitutions and team sanctions charged to either team subsequent to the commission of the rotational fault, must be cancelled. Individual misconduct sanctions assessed to either team, and time-outs taken by the team at fault, are not cancelled. If the points scored while the player was out of rotation cannot be determined or the opponents have served, then a point and service to the opponents is the only penalty charged. The opponents retain any points scored.

CHAPTER 4 PLAYING ACTIONS

8 STATES OF PLAY

8.1 BALL IN PLAY

The ball is in play from the moment of the hit of the service authorized by the 1st referee.

8.2 BALL OUT OF PLAY

The ball is out of play at the moment of the fault which is whistled by one of the referees; in the absence of a fault, at the moment of the whistle. *In the case of an inadvertent whistle, the rally is ended. The 1st referee must make a ruling that will not penalize either team.*

8.3 BALL “IN”

The ball is “in” if at any moment of its contact with the floor, some part of the ball touches the court, including the boundary lines.

8.4 BALL “OUT”

The ball is “out” when:

- 8.4.1 all parts of the ball which contact the floor are completely outside the boundary lines;
- 8.4.2 it touches an object outside the court, the ceiling or a person out of play (except as follows):

A ball, other than a served ball, shall remain in play if it contact the ceiling or other overhead objects 15' (4.6 m) or more above the playing area.

 - a. *If benches, bleachers, low-hanging baskets or other floor obstructions are less than 6'6 ³/₄" (2 m) from the court and interfere with play of the ball, the ball becomes out of play and a replay may be directed at the 1st referee's discretion.*

- b. *The ball is out of play when:*
 - i. *Rule 10.1.2 is not in effect, and the ball makes contact with the ceiling or obstruction above the opponent's playing area.*
 - ii. *Rule 10.1.2 is in effect, and a ball that cannot be legally retrieved from the opponent's free zone contacts the ceiling or obstruction over the opponent's playing area.*
 - iii. *The ball contacts the ceiling or obstruction above the team's playing area and crosses the plane of the net into the opponent's court.*
 - c. *A ball, other than a served ball, is out of play and a replay directed if it contacts overhead object(s) or the supports (e.g., basketball backboard) less than 15' (4.6 m) above the playing area and would have remained playable if the object had not been present.*
 - d. *A ball is out of play if it contacts the ceiling or overhead objects, regardless of height, over non-playing areas.*
 - e. *A ball is out of play and a replay is directed if the ball comes to rest on an overhead object above the team's playing area and is still a playable ball.*
 - f. *If an official, media equipment or personnel or spectator interferes with a player's legal attempt to play the ball over the playing area, a replay shall be directed.*
- 8.4.3 *it touches the antennae, ropes, posts or the net itself outside the side bands;*
- 8.4.4 *it crosses the vertical plane of the net either partially or totally outside the crossing space, except in the case of Rule 10.1.2;*
- 8.4.5 *it crosses completely the lower space under the net.*

9 PLAYING THE BALL

Each team must play within its own playing area and space (except Rule 10.1.2). The ball may be retrieved from beyond the free zone when the surface change is 1/2" (1.25 cm) or less, the secondary surface is lower than the free zone and the area is free of obstructions. If obstructions or other safety concerns prohibit retrieval from beyond the free zone, the player retrieving a ball over a non-playing area must be in contact with the playing surface when contact with the ball is made.

Non-playing areas are defined as the: (1) walls, bleachers or other spectator seating areas; (2) team benches and any area behind the team benches; (3) area between the scorer's table and the team benches; (4) any other area outlined in the pre-match conference by the 1st referee. [Rule 23.2.5]

- a. *If nets or dividers are separating courts, only the player attempting to play the ball may move the net or divider to play the ball.*
- b. *When competition is scheduled or is occurring on adjacent court(s), it is a fault for a player to enter the adjacent court(s) to play a ball or after playing a ball. The free zone, including the service zone on an adjacent court, is a playing area.*

9.1 TEAM HITS

A hit is any contact with the ball by a player in play.

The team is entitled to a maximum of three hits (in addition to blocking), for returning the ball. If more are used, the team commits the fault of “FOUR HITS.”

9.1.1 CONSECUTIVE CONTACTS

A player may not hit the ball two times consecutively (except Rules 9.2.3, 14.2 and 14.4.2).

9.1.2 SIMULTANEOUS CONTACTS

Two or three players may touch the ball at the same moment.

9.1.2.1 When two or more teammates touch the ball simultaneously, it is counted as one hit. Any player may play the ball next if the simultaneous hit is not the third team hit. If teammates collide, no fault is committed.

9.1.2.2 When two opponents touch the ball simultaneously over the net and the ball remains in play, the team receiving the ball is entitled to another three hits. If such a ball goes “out,” it is the fault of the team on the opposite side.

9.1.2.3 If simultaneous hits by two opponents over the net lead to an extended contact with the ball, play continues.

9.1.3 ASSISTED HIT

Within the playing area, a player is not permitted to take support from a teammate or any structure/object in order to hit the ball.

However, a player who is about to commit a fault (touch the net or cross the center line, etc.) may be stopped or held back by a teammate.

9.2 CHARACTERISTICS OF THE HIT

9.2.1 The ball may touch any part of the body.

9.2.2 The ball must not be caught and/or thrown. It can rebound in any direction.

9.2.3 The ball may touch various parts of the body, provided that the contacts take place simultaneously.

Exceptions:

9.2.3.1 at blocking, consecutive contacts may be made by one or more player(s), provided that the contacts occur during one action;

9.2.3.2 at the first hit of the team, the ball may contact various parts of the body consecutively, provided that the contacts occur during one action.

9.3 FAULTS IN PLAYING THE BALL

9.3.1 **FOUR HITS:** a team hits the ball four times before returning it.

9.3.2 **ASSISTED HIT:** a player takes support from a teammate or any structure/object in order to hit the ball within the playing area.

- 9.3.3 CATCH: the ball is caught and/or thrown; it does not rebound from the hit.
- 9.3.4 DOUBLE CONTACT: a player hits the ball twice in succession or the ball contacts various parts of his/her body in succession.

10 BALL AT THE NET

10.1 BALL CROSSING THE NET

- 10.1.1 The ball sent to the opponent's court must go over the net within the crossing space. The crossing space is the part of the vertical plane of the net limited as follows:
 - 10.1.1.1 below, by the top of the net;
 - 10.1.1.2 at the sides, by the antennae, and their imaginary extension;
 - 10.1.1.3 above, by the ceiling.
- 10.1.2 The ball that has crossed the net plane to the opponent's free zone totally or partly through the external space, may be played back within the team hits, provided that:
 - 10.1.2.1 the opponent's court is not touched by the player;
 - 10.1.2.2 the ball, when played back, crosses the net plane again totally or partly through the external space on the same side of the court. The opponent team may not prevent such action.
In addition to the above, a minimum of 6'6 ^{3/4}" (2 m) clearance beyond the court equipment on both sides is required.
- 10.1.3 The ball that is heading toward the opponent's court through the lower space is in play until the moment it has completely crossed the vertical plane of the net.

10.2 BALL TOUCHING THE NET

While crossing the net, the ball may touch it.

10.3 BALL IN THE NET

- 10.3.1 A ball driven into the net may be recovered within the limits of the three team hits.
- 10.3.2 If the ball rips the mesh of the net or tears it down, the rally is cancelled and replayed.

11 PLAYER AT THE NET

11.1 REACHING BEYOND THE NET

- 11.1.1 In blocking, a player may touch the ball beyond the net, provided that he/she does not interfere with the opponent's play before or during the latter's attack hit.
- 11.1.2 After an attack hit, a player is permitted to pass his/her hand beyond the net, provided that the contact has been made within his/her own playing space.

11.2 PENETRATION UNDER THE NET

- 11.2.1 It is permitted to penetrate into the opponent's space under the net, provided that this does not interfere with the opponent's play.
- 11.2.2 *Encroaching into the opponent's court with any part(s) of the body is permitted, provided some part of the body remains either in contact with or directly above the center line, and there is no interference with opponents.*
In addition, completely crossing the center line with the foot, feet, or hands, or encroachment with other body parts, must not present a safety hazard to opponents.
- 11.2.3 A player may enter the opponent's court after the ball goes out of play.
- 11.2.4 Players may penetrate into the opponent's free zone provided that they do not interfere with the opponent's play.

11.3 CONTACT WITH THE NET

- 11.3.1 **Contact with the net by a player between the antennae, during the action of playing the ball, is a fault. The action of playing the ball includes (among others) take-off, hit (or attempt) and landing safely, ready for a new action.**
- 11.3.2 Players may touch the post, ropes, or any other object outside the antennae, including the net itself, provided that it does not interfere with play.
- 11.3.3 When the ball is driven into the net, causing it to touch an opponent, no fault is committed.

11.4 PLAYER'S FAULTS AT THE NET

- 11.4.1 A player touches the ball or an opponent in the opponent's space before or during the opponent's attack hit.
- 11.4.2 A player interferes with the opponent's play while penetrating into the opponent's space under the net.
- 11.4.3 *A player penetrates into the opponent's court in violation of Rule 11.2.2 above.*
- 11.4.4 A player interferes with play by (amongst others):
- touching the net between the antennae or the antenna itself during his/her action of playing the ball,
 - using the net between the antennae as a support or stabilizing aid,
 - creating an unfair advantage over the opponent by touching the net,
 - making actions which hinder an opponent's legitimate attempt to play the ball, or
 - catching/holding onto the net.
- Any player close to the ball as it is played, and who is him/herself trying to play it, is considered in the action of playing the ball, even if no contact is made with it.
- However, touching the net outside the antenna is not to be considered a fault (except for Rule 9.1.3).

12 SERVICE

The service is the act of putting the ball into play, by the back-right player, placed in the service zone.

12.1 FIRST SERVICE IN A SET

12.1.1 *The first service of the first set, as well as that of the deciding set, is executed by the team determined by the toss.*

12.1.2 The other sets will be started with the service of the team that did not serve first in the previous set.

12.2 SERVICE ORDER

12.2.1 The players must follow the service order recorded on the line-up sheet.

12.2.2 After the first service in a set, the player to serve is determined as follows:

12.2.2.1 when the serving team wins the rally, the player (or his/her substitute) who served before, serves again;

12.2.2.2 when the receiving team wins the rally, it gains the right to serve and rotates before actually serving. The player who moves from the front-right position to the back-right position will serve.

12.3 AUTHORIZATION OF THE SERVICE

The 1st referee authorizes the service, after having checked that the two teams are ready to play and that the server is in possession of the ball.

In addition, the server shall be on the playing surface to receive authorization for service.

12.4 EXECUTION OF THE SERVICE

12.4.1 The ball shall be hit with one hand or any part of the arm after being tossed or released from the hand(s).

12.4.2 Only one toss or release of the ball is allowed. Dribbling or moving the ball in the hands is permitted.

12.4.3 At the moment of the service hit or take-off for a jump service, the server must not touch the court (the end line included) or the floor outside the service zone.

After the hit, he/she may step or land outside the service zone, or inside the court.

In addition, the entire service action must take place on the playing area.

12.4.4 The server must hit the ball within 8 seconds after the 1st referee whistles for service.

For 14-and-under age groups:

a. *The server must contact the ball within 5 seconds after the 1st referee whistles for service.*

b. *If the ball, after having been tossed or released by the server, lands*

- without touching the player, it is considered a service tossing error.*
- c. After a service tossing error, the referee must authorize the service again (re-serve) and the server must execute it within the next 5 seconds.*
 - d. One service tossing error is permitted for each service.*

12.4.5 A service executed before the referee's whistle is cancelled and repeated.

After the whistle for the service, no other actions (requests for line-up check, time-out, substitution, etc.) may be considered until after the ball has been served and the rally completed. This is true even if a request has been made after a server has initiated service action and legally permitted the ball to fall to the floor. A re-serve is considered to be part of a single effort to serve and must be completed before any requests may be considered.

12.5 SCREENING

12.5.1 The players of the serving team must not prevent their opponent, through individual or collective screening, from seeing the server and the flight path of the ball.

12.5.2 A player or group of players of the serving team make(s) a screen by waving arms, jumping or moving sideways, during the execution of the service, or by standing grouped, and in so doing hides both the server and the flight path of the ball until the ball reaches the vertical plane of the net.

The factors to be weighed when judging whether a screen has been committed are the: (a) relative positions of the players on the serving team; (b) path of the serve; (c) speed of the serve; and (d) trajectory of the serve. If the players of the serving team are positioned close to each other, the serve passes over these players, is fast and has a low trajectory, the probability is greater that a screen has been committed. The probability that a screen has been committed is lower if the: (a) players of the serving team are not positioned close to each other or are attempting to prevent the commission of a screen (i.e., bending over); (b) path of the serve is not over the players; (c) speed of the serve is slow; or (d) trajectory of the serve is high.

12.6 FAULTS MADE DURING THE SERVICE

12.6.1 Serving faults.

The following faults lead to a change of service even if the opponent is out of position. The server:

12.6.1.1 violates the service order;

12.6.1.2 does not execute the service properly.

It is a serving fault if the service toss touches any obstruction before the service contact.

12.6.2 Faults after the service hit.

After the ball has been correctly hit, the service becomes a fault (unless a player is out of position) if the ball:

12.6.2.1 touches a player of the serving team or fails to cross the vertical plane of the net completely through the crossing space.

12.6.2.2 goes “out”;

12.6.2.3 passes over a screen.

After the ball has been correctly hit, the service becomes a fault if the ball touches any overhead obstruction.

12.7 SERVING FAULTS AND POSITIONAL FAULTS

12.7.1 If the server makes a fault at the moment of the service hit (improper execution, wrong rotational order, etc.) and the opponent is out of position, it is the serving fault which is sanctioned.

12.7.2 Instead, if the execution of the service has been correct, but the service subsequently becomes faulty (goes out, goes over a screen, etc.), the positional fault has taken place first and is sanctioned.

13 ATTACK HIT

13.1 CHARACTERISTICS OF THE ATTACK HIT

13.1.1 All actions which direct the ball toward the opponent, with the exception of service and block, are considered as attack hits.

13.1.2 During an attack hit, tipping is permitted only if the ball is cleanly hit, and not caught or thrown.

13.1.3 An attack hit is completed at the moment the ball completely crosses the vertical plane of the net or is touched by an opponent.

13.2 RESTRICTIONS OF THE ATTACK HIT

13.2.1 A front-row player may complete an attack hit at any height, provided that the contact with the ball has been made within the player’s own playing space (except Rules 13.2.4 and 13.3.6).

13.2.2 A back-row player may complete an attack hit at any height from behind the front zone:

13.2.2.1 at his/her take-off, the player’s foot (feet) must neither have touched nor crossed over the attack line;

13.2.2.2 after his/her hit, the player may land within the front zone.

13.2.3 A back-row player may also complete an attack hit from the front zone, if at the moment of the contact a part of the ball is lower than the top of the net.

13.2.4 No player is permitted to complete an attack hit on the OPPONENT’S service, when the ball is in the front zone and entirely higher than the top of the net.

13.3 FAULTS OF THE ATTACK HIT

13.3.1 A player hits the ball within the playing space of the opposing team.

13.3.2 A player hits the ball “out.”

13.3.3 A back-row player completes an attack hit from the front zone, if at the moment of the hit the ball is entirely higher than the top of the net.

13.3.4 A player completes an attack hit on the opponent’s service, when the ball is in the front zone and entirely higher than the top of the net.

13.3.5 A Libero completes an attack hit if at the moment of the hit the ball is entirely higher than the top of the net.

13.3.6 A player completes an attack hit from higher than the top of the net when the ball is coming from an overhand finger pass by a Libero in his/her front zone.

13.3.7: If an attack-hit fault occurs simultaneously with a blocking fault by the opponents, a double fault is committed.

14 BLOCK

14.1 BLOCKING

14.1.1 Blocking is the action of players close to the net to intercept the ball coming from the opponent by reaching higher than the top of the net, regardless of the height of the ball contact. Only front-row players are permitted to complete a block, but at the moment of the contact with the ball, a part of the body must be higher than the top of the net.

14.1.2 Block Attempt

A block attempt is the action of blocking without touching the ball.

14.1.3 Completed Block

A block is completed whenever the ball is touched by a blocker.

14.1.4 Collective Block

A collective block is executed by two or three players close to each other and is completed when one of them touches the ball.

14.2 BLOCK CONTACT

Consecutive (quick and continuous) contacts with the ball may occur by one or more blockers, provided that the contacts are made during one action.

14.3 BLOCKING WITHIN THE OPPONENT’S SPACE

In blocking, the player may place his/her hands and arms beyond the net, provided that this action does not interfere with the opponent’s play. Thus, it is not permitted to touch the ball beyond the net until an opponent has executed an attack hit.

Blocking the ball beyond the net above the opponent’s team area shall be permitted, provided:

a. the block is made after the opponents have hit the ball in such a manner that the ball would, in the 1st referee’s judgment, clearly cross the net

- if not touched by a player, and no member of the attacking team is in a position to make a play on the ball.*
- b. the ball is falling near the net, and no member of the attacking team could, in the 1st referee's judgment, make a play on the ball.*

14.4 BLOCK AND TEAM HITS

- 14.4.1 A block contact is not counted as a team hit. Consequently, after a block contact, a team is entitled to three hits to return the ball.
- 14.4.2 The first hit after the block may be executed by any player, including the one who has touched the ball during the block.

14.5 BLOCKING THE SERVICE

To block an opponent's service is forbidden.

14.6 BLOCKING FAULTS

- 14.6.1 The blocker touches the ball in the OPPONENT'S space either before or simultaneously with the opponent's attack hit.
- 14.6.2 A back-row player or a Libero completes a block or participates in a completed block.
- 14.6.3 Blocking the opponent's service.
- 14.6.4 The ball is sent "out" off the block.
- 14.6.5 Blocking the ball in the opponent's space from outside the antenna.
- 14.6.6 A Libero attempts an individual or collective block.
- 14.6.7: *If a blocking fault is committed simultaneously with an attack-hit fault by the opponent, a double fault is committed and the rally shall be replayed.*
- 14.6.8: *A block is the interception of a ball coming from the opponents. Accordingly, it is a double contact fault if a player has successive contacts while using a blocking action when directing a ball toward the opponent during the execution of the second or third team hit.*

CHAPTER 8 REFEREES

22 REFEREEING CORPS AND PROCEDURES

22.1 COMPOSITION

The refereeing corps for a match is composed of the following officials:

- the 1st referee;
- the 2nd referee;
- the scorer;
- the assistant scorer (is a compulsory member);
- two line judges.

Their location is shown in Diagram 10.

22.2 PROCEDURES

22.2.1 Only the 1st and 2nd referees may blow a whistle during the match:

In addition to the referees, the scorer may use an audible device, including a whistle, to notify the referees of a rotational fault.

22.2.1.1 the 1st referee gives the signal for the service that begins the rally;

22.2.1.2 the 1st or 2nd referee signals the end of the rally, provided that they are sure that a fault has been committed and they have identified its nature.

22.2.2 They may blow the whistle when the ball is out of play to indicate that they authorize or reject a team request.

22.2.3 Immediately after the referee's whistle to signal the completion of the rally, they have to indicate with the official hand signals:

22.2.3.1 If the fault is whistled by the 1st referee, he/she will indicate in order:

- a) the team to serve;
 - b) the nature of the fault;
 - c) the player(s) at fault (if necessary).
- d) The 2nd referee follows the 1st referee's hand signals by repeating them.*

22.2.3.2 If the fault is whistled by the 2nd referee, he/she will indicate:

- a) the nature of the fault;
- b) the player at fault (if necessary);
- c) the team to serve following the hand signal of the 1st referee.

In this case, the 1st referee does not show **either** the nature of the fault or the player at fault, but only the team to serve.

22.2.3.3 In the case of an attack hit fault or blocking fault by back-row or Libero players, both referees indicate according to 22.2.3.1 and 22.2.3.2 above.

- 22.2.3.4 In the case of a double fault both referees indicate in order:
- a) the nature of the fault;
 - b) the players at fault (if necessary).
- The team to serve next is then indicated by the 1st referee.

23 1ST REFEREE

23.1 LOCATION

The 1st referee carries out his/her functions standing on a referee's stand located at one end of the net on the opposite side to the scorer. His/her view must be approximately 50 cm (19^{1/2}") above the net.

23.2 AUTHORITY

- 23.2.1 The 1st referee directs the match from the start until the end. He/she has authority over all members of the refereeing corps and the members of the teams. During the match his/her decisions are final. He/she is authorized to overrule the decisions of other members of the refereeing corps, if it is noticed that they are mistaken. He/she may even replace a member of the refereeing corps who is not performing his/her functions properly.
- 23.2.2 He/she also controls the work of the ball retrievers, floor wipers and moppers.
- 23.2.3 He/she has the power to decide any matters involving the game, including those not provided for in the rules.
- 23.2.4 He/she shall not permit any discussion about his/her decisions. However, at the request of the game captain, the 1st referee will give an explanation on the application or interpretation of the rules upon which he/she has based the decision. If the game captain does not agree with this explanation and chooses to protest against such decision, he/she must do so immediately by following the Protest Procedures in USAV 5.1.2.1.
- 23.2.5 The 1st referee is responsible for determining before and during the match whether the playing area equipment and the conditions meet playing requirements.

23.3 RESPONSIBILITIES

- 23.3.1 Prior to the match, the 1st referee:
- 23.3.1.1 inspects the conditions of the playing area, the balls and other equipment;
 - 23.3.1.2 performs the toss with the team captains;
 - 23.3.1.3 controls the teams' warming up or designates the 2nd referee to time the warm-ups.
- 23.3.2 During the match, he/she is authorized:
- 23.3.2.1 to issue warnings to the teams;
 - 23.3.2.2 to sanction misconduct and delays;

23.3.2.3 to decide upon:

- a) the faults of the server and of the positions of the serving team, including the screen;
- b) the faults in playing the ball;
- c) the faults above the net, and the faulty contact of the player with the net, primarily on the attacker's side;
- d) the attack hit faults of the Libero and back-row players
- e) the completed attack hits made by a player on a ball above net height coming from an overhand pass with fingers by the Libero in his/her front zone;
- f) the ball crossing completely the lower space under the net;
- g) the completed block by back-row players or the attempted block by the Libero.
- h) the ball that crosses the net totally or partly outside of the crossing space to the opponent's court or contacts the antenna on his/her side of the playing court.
- i) the served ball and the third hit passing over or outside the antenna on his/her side of the court.

23.3.3 At the end of the match, he/she checks the score sheet and signs it.

24 2nd REFEREE

24.1 LOCATION

The 2nd referee performs his/her functions standing outside the playing court near the post, on the opposite side of and facing the 1st referee.

24.2 AUTHORITY

24.2.1 The 2nd referee is the assistant of the 1st referee, but has also his/her own range of jurisdiction. Should the 1st referee become unable to continue his/her work, the 2nd referee may replace him/her.

24.2.2 He/she may, without whistling, also signal faults outside his/her range of jurisdiction, but may not insist on them to the 1st referee.

24.2.3 He/she controls the work of the scorer(s).

24.2.4 He/she supervises the team members on the team bench and reports their misconduct to the 1st referee.

24.2.5 He/she controls the players in the warm-up areas.

24.2.6 He/she authorizes the regular game interruptions, controls their duration and rejects improper requests.

24.2.7: *He/she controls the number of time-outs and substitutions used by each team and reports the 2nd time-out to the 1st referee and the coach concerned.*

The 2nd referee reports substitutions 9, 10, 11 and 12 to the appropriate coach or game captain and reports substitution 12 to the 1st referee.

24.2.8 In the case of an injury of a player, he/she authorizes an exceptional substitution or grants a 3-minute recovery time.

24.2.9 He/she checks the floor condition, mainly in the front zone. He/she also checks, during the match, that the balls still fulfill the regulations.

24.3 RESPONSIBILITIES

24.3.1 At the start of each set, at the change of courts in the deciding set and whenever necessary, the 2nd referee checks that the actual positions of the players on the court correspond to those on the line-up sheets.

The 2nd referee's check of the line-up is a courtesy. The responsibility to ensure that the correct players are on the court rests with the captain and/or coach.

24.3.2 During the match, he/she decides, whistles and signals:

24.3.2.1 penetration into the opponent's court, and the space under the net;

24.3.2.2 positional faults of the receiving team;

24.3.2.3: *The 2nd referee decides, whistles and signals the faulty contact by a player with any portion of the net.*

24.3.2.4: *The 1st referee and the 2nd referee decide, whistle and signal the attack-hit faults of the Libero and back-row players.*

24.3.2.5 the contact of the ball with an outside object;

24.3.2.6 the contact of the ball with the floor when the 1st referee is not in position to see the contact;

24.3.2.7 the ball that crosses the net plane totally or partly outside the crossing space to the opponent's court or contacts the antenna on his/her side of the court.

24.3.2.8 The served ball and the 3rd hit passing over or outside the antenna on his/her side of the court.

24.3.3: *At the end of the match, he/she is not required to sign the score sheet, but is still required to check the score sheet for accuracy.*