SUMMARY COMPARISON – NCAA/USAV/NFHS
VOLLEYBALL RULE DIFFERENCE 2008

NOTE: The interpretations below are based on the following assumptions:
- **No NAIA or NJCAA modifications for NCAA**

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1. Playing surface	The playable surface consists of the court & at least 2 meters surrounding it, which must be flat & smooth. Additional playing area can have a lower surface by up to ½" as long as both surfaces are safe.	Entire playing surface must be flat, horizontal, & uniform (e.g. playing surface ends at the edge of the Sport Court). The ball may be retrieved from beyond the free zone when the surface is lower by up to ½" or less and the entire area surrounding the court is free of obstructions.	There must be at least 6 feet (preferably 10 feet) of unobstructed space outside the boundary lines.
2. Playing restrictions	A player must be touching the playable surface to legally play a ball over a non-playable area.	Ball may be retrieved from beyond the free zone when the surface change is lower by ½" or less and the area is free of obstructions.	A player must be touching the playable surface to legally play a ball over a non-playable area.
3. Center line specifications	May have any or all of the following characteristics: • A solid (uninterrupted) line. • A solid interrupted line: 4-inch line, 2-inch break, 4-inch line, 2-inch break, etc. • A shadow-bordered line with .64-centimeter (¼-inch) borders.	Must be a solid line.	May be solid or shadow-bordered. The border or outlines must be at least ¼" wide and within the total 2" width.
4. Attack line extensions	Required	Required for nationally sanctioned competitions, optional for other competitions.	Not addressed.
5. Media location	Equipment and personnel cannot be in front of benches or in the front zone on the bench side. In other areas, must be within 1 meter of the barrier limiting the playable area.	Not specifically addressed, but 2 meters of free space surrounding the court are required.	Not specifically addressed, but 6 feet of free space surrounding the court are required.
6. Overhead clearance	12.5 meters (41 ft.) is recommended. For new facilities put into use after 2006, 7.62 meters (25 ft.) is required.	For nationally sanctioned competition, 7.01 meters (23 ft.) is required, & is recommended for all other competitions.	At least 23 feet (7 meters) is recommended.
7. Ceiling obstructions (over playable area)	Ball in play above 4.5m (15 ft.); judgment replay below 4.5m.	Ball in play above 4.5m (15 ft); judgment replay below 4.5m.	In play.
8. Service zone	2 meters (6 ft. 6 in) of depth beyond the end line is required, with no allowance for extending this area onto the court.	If 2 meters (6 ft. 6 in) of depth is not possible beyond end line, a line is placed within the court boundaries to mark the required 2 m.	If 6 ft. of depth is not possible beyond end line, a line is placed within the court boundaries to mark the required 6 ft.

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9. Warm-up area	Warm-up area begins at the end line or the end of the team bench, whichever is nearer to the scorekeeper's table. It may extend to within 2 meters (6 ft. 6 in.) of the sideline or service zone, as long as substitutes' position does not interfere with the officials' duties.	Warm-up area starts at the end of the team bench or bench area, and may be no nearer the court than the front of the team bench. Substitutes must not interfere with officials' duties.	Warm-up area must be in a non-playable area (for example, behind bench).
10. Backboards	Ruled same as ceiling.	Ruled same as ceiling.	Judgment replay for vertical backboard.
11. Penalty area	Not used.	Recommended – 1x1 meter area 1.5 meters behind each team's bench, with two chairs.	Not used.
12. Temperature	No minimum or maximum temperature specified.	Minimum temperature of 10 degrees Centigrade (50 degrees F.)	Not addressed.
13. Lighting	Specifications per Illuminating Engineering Society of North America.	300 lux (27.9 foot candles) required.	Not addressed.
14. Exposed cable	Must be covered.	Must be clearly identified.	Must be covered.
15. Band at top of net	May be 2" to 3 1/8 "	May be 2" to 2 ¾"	2"
16. Net sleeves	Allowed on top of net only, if secured in such a way that net height and play are not affected.	Not specifically addressed by rule.	Not prohibited by rules.
17. Net markings	Advertising is allowed on top tape, bottom tape, and/or tape outsides antenna.	Not specifically addressed by rule.	Not Permitted.
18. Net posts	Recommended distance from sideline is 1 meter (39"). For facilities constructed after 2008, 1 meter is required.	Distance from sideline is .5 meter to 1 meter (20" to 39").	Distance from sideline is 3 feet (1 meter) minimum.
19. Ball characteristics	Surface must be a uniform, light color or a combination of colors with at least one-third of surface white or light.	Surface must be uniform, light color or combination of colors.	Surface must be white, with NFHS Authenticating Mark.
20. Rosters	Not used. Designated coaches must be listed on first set line-up sheets.	All team members, including managers, trainers, etc. are listed on roster. Players not listed on the roster cannot play.	Players can be added to the roster, but a loss of rally results.
21. Roster changes	No roster is used.	After roster is submitted, uniform number is correctable with delay penalty (red card). No player changes allowed.	Roster violation or additions result in a loss of rally/point)
22. When rosters are due	No roster is used.	Ten minutes prior to start of match.	Ten minutes prior to end of timed warm-up.
23. Captain designation	One player must be designated as captain on the lineup sheet for each set, and is captain whenever that player is on the court.	One team member (not the Libero) must be designated on the roster as team captain, and is captain whenever that player is on the court. If the team captain is not on the starting lineup, another player must be designated to serve as the game captain	One player must be designated as captain on the lineup sheet for each game. That player remains captain unless she leaves the game.

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		anytime the team captain is not on the court.	
24. Limit to team members	No limit to the number of players on a team, or the number of coaches/staff.	Limited to 15 players and 5 coach/staff.	No limit to the number of players on a team, or the number of coaches/staff.
25. Non-disruptive coaching-ball In play	During play, coaches will be required to stay at least 1.75 meters from the court, and completely outside the substitution zone.	During play, the coach will be required to stay at least 1.75 meters from the court, and completely outside the substitution zone. One assistant coach may stand to instruct players on the court, with the same location restrictions.	Coach must be seated when first referee prepares to whistle/signal for serve (extends arm), and remain seated during play.
26. Non-disruptive coaching – ball out of play	• No restriction on coach's location while on bench. • Only one coach at any time may address referee to clarify non-judgment ruling or confirm TO/sub information. Coaches may not enter the substitution zone to discuss a judgment decision. • Coach must not remain in substitution zone during play after a rule clarification.	• If seated, the coach is required to sit on bench nearest the scorekeeper. • The coach may stand or walk within free zone in front of team bench without disrupting the match. • One assistant coach may stand to instruct players on the court.	• No restriction on coach's location while on bench. • During a dead ball, head coach may stand in libero replacement zone to instruct players. Privilege is lost if any team member on bench is assessed a sanction card.
27. Designated coaches	All coaches must be designated on the line-up sheet for the first set. Any coach may request interruptions and instruct players.	The coach must be designated. Only the coach may request interruptions.	Not addressed.
28. Number of players	Must have at least 6 players to start match; must have at least 6 eligible players to continue play.	Must have at least 6 players to start match; must have at least 6 eligible players to continue play.	Must have 6 players to start match; may continue with less than 6 players due to injury, illness or disqualification.
29. Assessing individual sanctions	• Warning – Yellow card held in one hand. • Penalty – Red card held in one hand. • Expulsion – Red & yellow cards held in one hand. • Disqualification – Red & yellow cards held in separate hands.	• Warning – No card shown – verbal or hand communication only (not recorded on scoresheet). • Penalty – Yellow card held in one hand. • Expulsion – Red card held in one hand. • Disqualification – Red & yellow cards held in one hand.	• Warning – Yellow card held in one hand. • Penalty – Red card held in one hand. • Expulsion – Rules do not include an expulsion sanction. Behavior requiring a sanction beyond a penalty point results in disqualification for the match. • Disqualification – Red & yellow cards held in separate hands. • Forfeit. (May be modified by state association.)
30. Expulsion & Disqualification	• Both sanctions result in penalty point for the opponent, who then serves next. • Expelled players remain seated on bench for remainder of set. Expelled coaches leave the player & spectator areas.	• No penalty point assessed. • If a penalty area is available, expelled team members must remain seated there for remainder of set. If no penalty area is	• Loss of rally/point is assessed for a disqualification.

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	• Disqualified team members must leave team and spectator areas for the remainder of the current match and the entire next match.	available, expelled players or substitutes remain seated on bench for remainder of set. Other expelled team members must leave playing, bench and warm-up area. • Disqualified team members must leave playing, bench, warm-up and spectator areas for the remainder of the current match.	• Disqualified player will leave team bench for remainder of match if supervision available. Disqualified adult will leave premises.
31. Use of red & yellow cards	Used only by first referee.	Used only by first referee.	Carried by both referees; second referee uses cards to signal need for sanction to first referee.
32. Improper request technique	Without a sanction card, hold palm of one hand against the opposite wrist.	"Wave off" request with one hand/arm.	N/A
33. Team sanctions (Unnecessary delay)	• Team Delay Warning– yellow card held against the opposite wrist. • Team Delay Penalty – red card held against opposite wrist.	• Delay Warning – No card displayed; one hand held against the opposite wrist. • Delay Penalty – yellow card held against opposite wrist.	Time-out charged for unnecessary delay. If a team has used both time-outs, a loss of rally results.
34. Duration of sanctions	For the set.	For the match.	For the match.
35. Sanction procedures	• When a player on court receives sanction, the captain must go to the stand to acknowledge the sanction. • When a team member on bench is sanctioned, or a team delay sanction is assessed, the second referee immediately & clearly informs a coach. • When an improper request is assessed, the second referee informs a coach at the end of the rally.	• A player on court who receives a sanction must go to the referee stand to acknowledge the sanction. • When a team member on bench is sanctioned, the game captain must go to the referee stand and the first referee explains the sanction. The captain communicates the information to that team member, who acknowledges the sanction with a raised hand. • When a delay sanction is assessed, the captain must go to the referee stand and the first referee explains the sanction. The captain or second referee informs the head coach if needed. • When an improper request is assessed, the second referee informs the head coach (or the first referee informs the captain) at the first opportunity without delaying the match.	Hold card(s) in the hand on the offending team's side, head high. Tell the second referee who is receiving card. Second referee verifies that scorer records information.
36. Uniforms	All players except the libero must be dressed identically. If more than one player (other than the libero) wears a particular article of clothing as an exposed undergarment, all	All players except the libero must be dressed similarly. If more than one player (other than the Libero) wears exposed undergarment, they must be similar.	All players except the libero must be in like-colored uniforms. If exposed undergarments are worn, all must match the predominant color of the uniform. Only compression

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	must be identical.		shorts are legal as exposed undergarments on the lower body.
37. Uniform sleeve length	Uniforms must have identical sleeve length (except libero).	Short sleeve and long sleeve jerseys are considered identical.	Differing sleeve lengths allowed.
38. Uniform number placement	Numbers must be centered on the back. In the front, the number must be either centered or placed on one shoulder with the top of the number no more than 5” down from shoulder seam.	Numbers must be centered on the front of the jersey.	Numbers must be located on the upper front and back. On the front, the top of the number must be no more than 5” down from the shoulder seam, or centered and no more than 5” below the bottom edge of any neckline ribbing, placket or seam.
39. Uniform logo specifications	Logos permitted. Size restrictions per NCAA guidelines [see Rule 7.1.3].	Logos permitted. Size restrictions are not addressed.	State Association approved American flag (max 2” x 3”) or commemorative patch (max 4” x 4”) may be worn . Single manufacturer’s logo permitted on each piece of uniform (< 2 1/4" square).
40. Logos and lettering on uniforms	Not considered when determining legality of uniforms provided logo is no larger than 2 ¼ square inches.	Not considered when determining legality of uniforms.	Not considered when determining legality of uniforms provided logo is no larger than 2 ¼ square inches.
41. Uniform “adornment” restrictions	Not addressed; safety of participants is paramount.	Not addressed; safety of participants is paramount.	Uniforms must be free of all hard and unyielding items like buttons, zippers, snaps, etc. Body paint or glitter prohibited.
42. Libero uniform	• Libero’s shorts must be identical to teammates. • Libero may wear a bib or vest to differentiate from teammates, but libero’s shirt must always display a visible number.	• The Libero’s shorts may differ from teammates. • Only a re-designated Libero may wear a bib or vest. Libero’s shirt must always display a visible number.	• The libero’s shorts must be like-colored to teammates’. • Libero may have two uniform numbers, one as libero, one as non-libero.
43. Illegal uniforms	Not allowed to play.	Not allowed to play.	Not allowed to play until corrected. Attempting to enter or entering in illegal uniforms results in unnecessary delay.
44. Player equipment	• Splints/braces/casts allowed on arms or hands if padded and no advantage is gained. • Barrettes allowed.	• Splints/braces allowed on hands/arms if padded and no advantage is gained. Casts are not allowed. • Barrettes allowed.	• Splints/braces/casts not allowed on finger, hand, wrist or forearm. Casts on other body parts may require padding. • Barrettes not allowed – only soft hair devices worn to control hair.
45. Jewelry during play	Not allowed (exception – medical/religious identification may be removed from chain and taped or sewn under the uniform); team delay sanction is assessed for jewelry discovered during play.	Not allowed (exceptions –medical/religious identification may be removed from chain and taped or sewn under the uniform, and for adult competition, a flat band ring may be worn on a finger); delay sanction is assessed for jewelry discovered during play.	Not allowed (exception - medical or religious identification may be removed from chain and taped under the uniform); unnecessary delay (TO) is charged for jewelry discovered during play.

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46. Jewelry during warm-ups	Preventive officiating recommended first. If warm-up is interrupted to remove, team delay sanction is assessed.	Not addressed, but referees are responsible for safety of participants and should ask players to remove jewelry.	Not allowed. No penalty unless player does not comply with directive to remove (unsporting conduct).
47. Blood on uniform	Allow reasonable time to change uniform. No duplicate numbers in same set, but other number/roster changes allowed.	Allow reasonable time to change uniform; no duplicate numbers in same set, but other number/roster changes allowed.	Treat as injured player.
48. Reporting after the interval between sets/games.	If a team is not ready to play at the start of a set, a team delay is issued. If the delay continues, each additional 30 seconds for a maximum of five minutes, results in a team delay penalty. After five minutes, the set is defaulted.	A team that, without justifiable reason, does not appear on court on time defaults the match.	If a team is not ready to start play, unnecessary delay (time-out) is charged. If a team has used all time-outs, a point (loss of rally) is awarded to the opponent.
49. When set/game officially ends & interval between sets/games begins	When the first referee signals change of sides to the teams (or, before a deciding set, when captains are released after coin toss).	When the first referee signals “end of set”.	When referee signals teams to the appropriate benches.
50. Pre-match warm-up	• Warm-up protocols are defined by rule, including availability of court 1 hour prior to match time. • When both teams are on court, all warm-up activities must be on the team’s own playing area. • When one team has exclusive use of the court, the other team must remain off of the playable surface or at their bench. • Neither shared hitting nor shared serving are allowed.	• Warm-up protocols are defined by rule for specific tournaments and divisions. • When one team has exclusive use of the court, the opposing team may warm up with practice balls in the free zone but may not interfere with the opponent’s warm-up, including serving practice. • Rules do not prohibit shared hitting or shared serving.	Not addressed in rules, but ”Points of Emphasis” section states the importance of adequate warm-up according to the sport to be performed, the level of play and the condition of competition.
51. Warm-up between sets/games	Neither hitting nor serving is allowed between sets. Players may use balls on their own side of the playing area only.	Players may warm-up with balls in their own free zone only.	Neither hitting nor serving is allowed between games. Players may use balls on their own side of the playing area only.
52. Coin toss and choice of playing area	• Any team representative may attend pre-match meeting and coin toss. • Home team designates their playing area for the first set one hour prior to the match. • Pre-match coin toss is for serve/receive only, and is called by the visiting team representative. • Deciding set coin toss is called by the playing captain (on the floor at the end of set 4), and is for serve/receive or playing area.	• Captains must attend the coin toss. • Both pre-match coin toss and deciding set coin toss are for serve/receive or choice of playing area.	• Head coach and captain(s) must attend • Home team selects playing area/bench for game #1 upon entering the facility. • Pre-match coin toss is for serve/receive only. • Deciding game coin toss is for serve/receive or playing area
53. Ball use during timeout	Allowed off-court.	Not allowed.	Not allowed.

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54. Switch courts in deciding set/game	YES.	YES.	Teams do not switch sides.
55. Teams to end line at end of sets/games	• Teams do not go to the end line at the end of set. • Teams **do** go to end line at end of match. • Before deciding set, players on court are released to benches during coin toss. Court change, if necessary, occurs near score table. • Teams do not go to end line before changing courts in the middle of the deciding set.	• Teams do not go to end line at the end of set. • Teams **do** go to end line at end of match. • Before deciding set, players on court are released to benches during coin toss. Court change, if necessary, occurs near score table. • Teams do not go to end line before changing courts in the middle of the deciding set.	• Teams go to end line at the end of all games, and then players on the court are directed to change courts (or to bench if deciding game coin toss results in no court change). • Before deciding game, players remain on end line until coin toss completed. • Teams do not change courts in middle of the deciding game.
56. Lineups due for first set/game	At the end of all timed warm-up periods on the court. If used, libero number must be marked on line-up sheet for each set.	Two minutes before start of match. If used, Libero number must be marked on line-up sheet for each set.	Two minutes prior to end of timed warm-up in list form, with the first server on the top line). If used, libero's number must be marked on lineup sheet for each game.
57. Change in lineup after submitted	By substitution.	By substitution.	Not allowed (may substitute only for injury or illness).
58. Third timeout request	Improper request unless the timeout is acknowledged (whistled), then a team delay sanction is assessed.	Improper request unless the time-out is acknowledged (whistled), then a delay sanction is assessed.	Unnecessary delay if time-out request is acknowledged.
59. Length of timeouts	60 seconds. Warning whistle is blown 15 seconds before end of timeout period.	30 seconds. No warning whistle is blown before end of time-out period.	60 sec. Warning whistle is blown 15 seconds before end of time-out period.
60. Water during timeout	No location restriction; must be cleaned up by end of 60 seconds.	Clean up must not delay resumption of play.	Unnecessary delay is called when the cleaning up of liquid or other substances causes a delay in resumption of play.
61. Timeout ending early	Yes, if both teams are ready to play.	No.	Yes, if both teams are ready to play.
62. Requesting a timeout, substitution, or lineup check	• Designated coach(es) or captain may make request. • Coach(es) must be near the substitution zone to make request. • Not allowed between authorization of the service and the end of the next rally. Allowed if play is stopped for safety after service contact.	• The coach or captain may make request. • The coach must be in the bench area to make request. • Not allowed between authorization of the service and the end of the next rally. Allowed if play is stopped for safety after service contact.	• Playing captain may request time-out or line-up check for own team from second referee. • Coach may request time-out, substitution, or line-up check verbally or with appropriate hand signal. • Allowed if play is stopped for safety after authorization but before service contact.
63. Teams required to leave courts during timeouts	No. During a timeout, all team members may go anywhere in the facility except in the opponent's team area.	No, although referees may direct teams to benches for administrative purposes. Coach and non-playing team members may not	No. Coach may enter court. Teams may confer with their coaches only on the court or at their team bench area.

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		enter court.	
64. Multiple substitution procedure	Only one incoming substitute for a team can be in the substitution zone at a time.	Only one incoming substitute for a team can be in the substitution zone at a time.	All incoming substitutes may enter the substitution zone at one time.
65. Exceptional substitution	• Does NOT count as a team substitution. • Player replaced by exceptional substitute may not return to that set.	• Does NOT count as a team substitution. • Player replaced by exceptional substitute may not return to the match.	• Counts as a team substitution if fewer than 18 have been used. • Player replaced by exceptional substitute may not return to that game.
66. Maximum team substitutes	Twelve team substitutions per set.	Twelve team substitutions per set.	Eighteen team substitutions per game.
67. Illegal substitutes	Team delay sanction.	Team delay sanction.	Unnecessary delay (time-out).
68. Notification of number of substitutions	Scorekeeper informs second referee who then notifies coach when 9th – 12th substitutions are used.	Scorekeeper informs second referee who then notifies coach when 9th – 12th substitutions are used.	Scorekeeper informs second referee when 15th – 18th substitutions are used.
69. Substitution requests in conjunction with timeouts	A substitution request may be followed immediately by a timeout request. Any number of substitution requests may be made during a timeout; an additional request may be made at the end of the timeout.	Only one substitution request can be made in each interruption (dead ball), even if a time-out is granted.	Only one substitution request can be made in each dead ball period, even if a time-out is granted.
70. Substitution protocol during timeouts	Coach or captain can report number to second referee. Substitution procedure is followed at end of timeout.	Coach or captain can report number to second referee. Substitution procedure is followed at end of time-out.	Coach or substitute can report the numbers to the second referee. Players may exchange during time-out.
71. Libero as captain.	Allowed.	Not allowed.	Allowed.
72. Libero service restrictions	Libero may serve in one rotation in a set.	Libero may not serve.	Libero may serve in one rotation in a game.
73. Libero replacements	A rally must take place between two libero replacements **unless** the next action the libero will take is to serve.	A rally must always take place between two libero replacements.	A rally must take place between two libero replacements **unless** the next action the libero will take is to serve.
74. Incorrect libero replacement	• Can be corrected by the team prior to the next service contact without fault. • If officials get involved with correction, a team delay is charged. • If play begins (service contact) with incorrect replacement, a position fault occurs.	• Can be corrected by the team prior to the next service contact without fault. • Officials do not correct errors, even if recognized prior to next service contact. • If play begins (service contact) with incorrect replacement, a position fault occurs.	• Can be corrected by the team prior to the service authorization (beckon) without fault. • Officials can make correction before service authorization; unnecessary delay (time-out) is charged. • If there is an incorrect replacement on the court at the time of the service authorization (beckon), illegal alignment occurs.
75. Redesignation of injured libero	When the libero is injured and another player is redesignated as libero, the injured libero cannot play in the remainder of that set.	When the Libero is injured and another player is redesignated as Libero, the injured libero cannot play in the remainder of the match.	When the libero is injured and another player is redesignated as libero, the injured libero cannot play in the remainder of that game.

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76. Toss for service	• One toss for service after the service is authorized. • Ball must be tossed or released before contact • Time allowed for service contact – eight seconds.	• One toss for service after the service is authorized. • Ball must be tossed or released before contact. • Time allowed for service contact – eight seconds. • Exceptions - 14 and under divisions & regional development divisions – two tosses and 5 sec. allowed after each beckon	• After the ball is released for service, it may be caught or allowed to drop to the floor to get a re-serve. • Only one re-serve per player per term of service. • Ball does not need to be tossed/released before contact. • Time allowed for service (contact) – five seconds.
77. Points removed due to wrong server or illegal player on the court	Timeouts by the team not at fault, as well as substitutions, libero replacements, and team sanctions by either team during that span of points are removed. Timeouts taken by the team at fault and individual sanctions assessed to either team are not removed.	Time-outs by the team not at fault, as well as substitutions, Libero replacements, and team sanctions by either team during that span of points are removed. Time-outs taken by the team at fault and individual sanctions assessed to either team are not removed.	If discovered before the opponent serves, points known to have been scored during a term of service in which an illegal substitute is discovered in the game are canceled.
78. Legal contact	Anywhere on body is legal.	Anywhere on body is legal.	On or above the waist.
79. Attacking the serve	Cannot attack the serve if the ball is in the front zone and entirely above the top of the net.	Cannot attack the serve if the ball is in the front zone and entirely above the top of the net.	Cannot attack the serve from in front of or behind attack line, if the ball is entirely above the top of the net.
80. Ball near or in the vertical plane of the net	A ball penetrating the vertical plane of the net over the net may be returned to a team's playing area by a player on that team provided the ball has not completely crossed the vertical plane when the contact is made.	The player's contact with the ball must be made within his/her own playing space. The point of contact with the ball, not necessarily the position of the ball, is the determining factor.	A ball penetrating the vertical plane of the net over the net may be returned to a team's playing area by a player on that team provided the ball has not completely crossed the vertical plane when the contact is made.
81. Net contact	Contact with the net is not a fault unless: • contact is made in the action of playing the ball, or • the contact interferes with play.	Contact with the net is not a fault unless: • contact is made in the action of playing the ball, or • the contact interferes with play.	Contact is always a fault except contact by loose hair.
82. Retrieving the ball from the opponent's free zone	Assuming 2 meters of clearance outside net pole & referee stand: If, after first contact, the ball travels over or outside the antenna to the opponent's free zone, a player may retrieve that ball by traveling outside the net pole. The return path of the ball must be over or outside the antenna.	Assuming 2 meters of clearance outside net pole, referee stand or other court equipment: If, after first contact, the ball travels over or outside the antenna to the opponent's free zone, a player may retrieve that ball as long as no center line fault occurs. The return path of the ball must be over or outside the antenna.	Ball is out of play as soon as it completely crosses the center line. A player may cross the center line outside the court and play a ball that has not completely crossed the center line.
83. Contacting ball that is in the net on opponent's side	If the player initiates contact with the net by moving toward the path of the ball, either before or while the ball is in the body of the net, a net fault results.	<u>If the player initiates contact with the net by moving toward the path of the ball, either before or while the ball is in the body of the</u>	Net fault, if contact with ball is ruled intentional to prevent further play.

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		net, a net fault results.	
84. Contact with net cables outside the net	Legal, unless contact interferes with play, or used for support while playing the ball.	Legal unless contact interferes with play or used for support while playing the ball. .	Net violation.
85. Contact with net supports	Legal contact.	Legal contact.	If deemed dangerous contact, illegal (loss of rally).
86. Crossing the center line	Player can touch opponent's court with feet or hands, providing some part of extremity is on or above the center line. Players may also touch the opponent's court with an entire foot or hand or any other body part(s), provided the encroachment does not present a safety hazard, does not interfere with the opponents, and some body part is on/over the center line.	Player can touch opponent's court with feet or hands, providing some part of extremity is on or above the center line, and the penetration does not interfere with the opponents' play.	Player can touch opponent's court with feet or hands, providing some part of the extremity is on or above the center line.
87. Match length	All matches will be the best 3 out of 5 sets (exception for some high school & NJCAA play).	Matches may be the best 2 out of 3 sets, or 3 out of 5 sets.	Matches are the best 3 out of 5 games (best 2 of 3 is allowed by state association; if so, all games are 25 pts).
88. Protest procedure	• Protest may be lodged by coach or captain. Coaches signs protest documents. • If not the final point of a set, must be lodged prior to next service. • If final point of a set, must be lodged within 60 seconds. • If final point of a match, must be lodged before referees leave playing area.	• Protest must be lodged by the captain. Captains sign protest documents. The coach may act as the captain for 14-and-under play. • If not the final point of a set, must be lodged prior to next service. • If final point of a set, must be lodged within 60 seconds. • If final point of a match, must be lodged before referees leave playing area.	• Coach must request to review a decision. • Request must be made during dead ball following situation in question. • If the referees' decision stands, time-out charged to team. If no time-outs remain (loss of rally).
89. Referee signal sequence	• If the fault is whistled by the first referee, the referees first indicate the nature of the fault, the player at fault if necessary, and then indicate which team wins the rally by extending the arm in the direction of the team that will serve (palm perpendicular to the floor). • If the fault is whistled by the second referee, the second referee will signal the nature of the fault and the player at fault if necessary, which the first referee repeats. The first referee then indicates which team wins the rally by extending the arm in the direction of the team that will serve, and the second referee repeats that signal.	• If the fault is whistled by the first referee, the referee first indicates which team wins the rally by extending the arm in the direction of the team that will serve (palm perpendicular to floor), then the nature of the fault and the player at fault if necessary. • If the fault is whistled by the second referee, the second referee will indicate the nature of the fault and the player at fault if necessary. The first referee then indicates which team wins the rally by extending the arm in the direction of the team that will serve and the second referee repeats that signal. The first	• If the fault is whistled by the first referee, the referees first indicate the nature of the fault, then the player at fault if necessary, and then indicate which team wins the rally by extending the arm in the direction of the team that will serve (palm perpendicular to the floor). • If the fault is whistled by the second referee, the second referee will signal the nature of the fault and the player at fault if necessary, which the first referee repeats. The first referee then indicates which team wins the rally by extending the arm in the direction of the team that will serve, and the second referee repeats that

	NCAA (Women)	USA Volleyball	National Federation
		referee does not signal the fault or player at fault.	signal.
90. Illegal attack signal	Place one arm to the side of the body at head height, elbow bent at a right angle, and then make a forward and downward motion with one arm from the shoulder with the forearm and hand. Two motions are sufficient.	Extend one arm and hand straight up from the shoulder and then bend the arm at the elbow to lower the forearm and open hand in front of the face to about chin level.	Place one arm to the side of the body at head height, elbow bent at a right angle, and then make a forward and downward motion with one arm from the shoulder with the forearm and hand. Two motions are sufficient.
91. Illegal block/screen signal	Raise both hands to the side at head height, elbows bent at right angles, palms facing away from body.	Completely extend both arms straight up from the shoulders (elbows are not bent), palms facing away from the body.	Raise both hands to the side at head height, elbows bent at right angles, palms facing away from body.
92. Ball crosses under net signal	Point to the center line area with an extended index finger.	Point to the center line area with an extended index finger.	Point to the center line area with an open hand.
93. Second referee "ready" signal	Traditionally indicated by extending one hand/arm toward first referee and making eye contact.	Traditionally indicated by holding both hands in front of body at head height, palms toward first referee.	Traditionally indicated by extending one hand/arm toward referee and making eye contact.
94. Signal for 3rd and 4th team contact by same player.	Signal "four hits".	Signal "double contact".	Signal "four hits".
95. Indication of which player(s) contacted the net	Referee making the net call indicates the number of the player(s) at fault to other referee; the other referee repeats the number.	Indicate the player at fault by pointing with an open hand.	Not addressed.
96. Substitutions by both teams on same dead ball.	Second referee whistles to acknowledge first request, and may administer both teams' substitutions without repeating the whistle (unless necessary).	Second referee should whistle to acknowledge first request and repeat the whistle to administer the second team's request also.	Second referee whistles to acknowledge first request, and may administer both teams' substitutions without repeating the whistle (unless necessary).
97. Line judge position during timeouts	At intersection of attack line & sideline, near first referee.	At mid-point of end line.	At intersection of the attack line and the sideline on the referee's side of the court.

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