

SUMMARY COMPARISON – NCAA/USA VOLLEYBALL/NFHS

VOLLEYBALL RULE DIFFERENCES 2026



NOTE: NAIA and NJCAA modifications are included in the NCAA (Women) column.

Highlighted and underlined text denotes revision from previous version.

	NCAA (Women)	USA Volleyball	National Federation
1. Playing surface	The playable surface consists of the court and at least 2 meters surrounding it, which must be flat and smooth. Additional playing area can have a lower surface by up to ½" as long as both surfaces are safe. Free space requirement of 3 meters for facilities constructed after 2016.	Entire playing surface must be flat, horizontal, and uniform (e.g., playing surface ends at the edge of the portable playing surface). Minimum free zone space is 2 meters. 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. The court and the adjacent playable area must be flat, smooth and free of obstructions other than required equipment and padding.
2. Playing restrictions	A player must be touching the playable surface to legally play a ball over a non-playing 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. If this condition does NOT exist, then a player must be touching the playable surface when playing the ball, or must land on the playing surface after playing the ball.	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 the benches or between the attack lines extended on the bench side of the court. In other areas, must be at least 2 meters away from the court, and within 1 meter of the boundary defining the playing area. During timeouts and between sets, media personnel may enter the court.	Not specifically addressed, but 2 meters of free space surrounding the court is required.	Not specifically addressed, but 6 feet of free space surrounding the court is required.
6. Overhead clearance	12.4 meters (41 ft.) is recommended. For facilities constructed after 2006, 7.62 meters (25 ft.) is required.	For nationally sanctioned competition, 7 meters (23 ft.) is required, and is recommended for all other competitions.	At least 23 feet (7 meters) is recommended.

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7. Ceiling and obstructions (over playable area of team making last contact)	Ball in play 4.6 meters (15 ft.) or above; judgment replay below 4.6 meters.	Ball in play 4.6 meters (15 ft.) or above; judgment replay below 4.6 meters.	In play. Judgment replay for vertical backboard and cable(s) and/or diagonal pole(s) used to retract a ceiling-suspended net system. Cables for ceiling-suspended net system only on one side of the net are playable.
8. Service zone	Required to have 2 meters (6 ft. 6 in.) of depth past the end line, with no allowance for extending this area into the court. (NAIA and NJCAA do not require two meters of service area past the end line.)	If 2 meters (6 ft. 6 in.) of depth is not possible beyond the end line, a line is placed within the court boundaries to mark the required 2 meters.	If 6 ft. of depth is not possible beyond the end line, a line is placed within the court boundaries to mark the required 6 ft.
9. Warm-up area	Warm-up area begins at the end line or the end of the team bench, whichever is nearer to the scorer's table, and is located at least 1.75 meters from the court and must not interfere with the line judge.	<u>Warm-up area begins at the end line or the end of the team bench, whichever is nearer to the scorer's table, and is located at least 1.75 meters from the court and must not interfere with the line judge.</u>	Warm-up area must be in a nonplayable area (for example, behind bench).
10. Temperature	Not addressed.	Minimum temperature of 10 degrees Centigrade (50 degrees Fahrenheit.)	Not addressed.
11. Lighting	Questions about lighting should be directed to the NCAA Secretary-Rules Editor.	300 lux (27.9 foot candles) required measured 1m (39") above the playing surface.	Not addressed.
12. Noisemakers	Artificial noisemakers are not permitted in the playing and spectator areas.	Not prohibited by rule, but event management may choose to disallow artificial noisemakers.	The use of artificial noisemakers is prohibited.
13. Referee platform	Required. Referee's platform and ladder must be distributed evenly behind the net pole, and the ladder must be distributed evenly at the back of the referee platform.	Considered basic equipment. If an appropriate referee stand cannot be provided, the first referee performs his/her functions from the floor. Must present the least potential hazard for participants.	Required. Must elevate the referee's head 2 to 3 feet above the top of the net.
14. Net length and width	1 meter (39 inches) wide and at least 9.5 meters (31 feet, 2 inches) long.	1 meter (39 inches) wide and 9.5 to 10 meters (31'6"-33') long.	36" – 39" wide and 31'6" – 33' long.
15. Exposed cable	Must be covered.	Must be clearly identified and must be padded if cables present safety concern.	Must be covered.
16. Band at top of net	May be 2" to 3½"	May be 2" to 2¾"	May be 2" to 2¾"
17. Net sleeves	Allowed on top of net only, if secured in such a way that net height and play are not affected, and not greater than 3¾" wide.	Not specifically addressed by rule, but sleeves are typically permitted if net height and net integrity are not affected.	Allowed on top of net only, secured to net, shall not affect height of net or interfere with play; not greater than 3¾" wide.

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18. Net markings	Advertising is allowed on top tape, bottom tape, and/or tape outside antenna.	Not specifically addressed by rule.	Permitted on top white net tape or white sleeve. No markings are permitted on a side (vertical) tape other than the manufacturer's name/logo/trademark or reference.
19. Net posts	Recommended distance from sideline is 1 meter (3 ft., 3 in.). 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).
20. Ball characteristics	Surface must be a uniform, light color or a combination of colors with at least one-third of surface white or light. The "dimpled" ball used in international competition is not permitted, as the ball must be "smooth leather or leather-like" in composition.	Surface must be uniform, light color or combination of colors.	Surface must be smooth and all panels must be equal size, rectangular-shaped, and solid white or a maximum combination of three colors, with one-third of the panels all white. Balls must include the NFHS Authenticating Mark. <u>By state association adoption, the volleyball may be spherical with a laceless molded cover of genuine, simulated textured leather (not suede) panels. Textured volleyballs have no restrictions on color combinations or number and shape of panels. All measurements and weight requirements still apply.</u>
21. Rosters	Not used. Designated coaches must be listed on first set lineup sheets.	Rosters are used at the discretion of the tournament, based on the specific Competition Regulations. When used, all team members, including managers, trainers, etc. are listed on roster. Players not listed on the roster cannot play.	All teammates must be listed. Teammates can be added to the roster, but the result is a loss of rally, point to the opponent.
22. Roster changes	No roster is used.	After roster is submitted, uniform number is correctable but incurs a penalty point. No player changes allowed.	Changes to the rosters may be made until 10 minutes remain on the pregame clock. After that time, roster violations or additions result in a loss of rally, point to opponent.
23. When rosters are due	No roster is used.	Ten minutes prior to start of match.	At the prematch conference. Penalty for a roster submitted after the prematch conference is an unnecessary delay (administrative yellow card).
24. 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 must be designated on the roster as team captain, and is captain whenever he/she is on the court. Any time the team captain is not on the court, another player must be designated as the game captain.	One player must be designated as playing captain on the lineup sheet for each set. That player remains captain unless he/she leaves the set and another player must be designated as captain.

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25. Indicating captain	The second referee will indicate the captain with an open hand. The captain will acknowledge the first referee (raised hand or head nod).	The second referee will indicate the captain by placing one hand, palm down, on the front of the jersey (where the captain stripe would be), followed by indicating the player with an open hand. The captain will acknowledge the first referee (raised hand or head nod).	The second referee will indicate the captain with an open hand. The captain will acknowledge the first referee by raising his/her arm toward the first referee.
26. 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 (unless modified by the specific Competition Regulations).	No limit to the number of teammates on a team, or the number of coaches/staff.
27. Designated coaches	- All coaches must be designated on the first set lineup sheet. - Any coach may instruct players or request interruptions/ lineup check.	- The coach signs the lineup sheet. - Only the coach (or game captain) may request interruptions. - Assistant coaches may not intervene in the match.	- Specific designation not addressed, but the head coach must attend the prematch conferences. - Only the head coach may request timeouts, substitutions, and lineup checks, and has the privilege to stand during play.
28. Non-disruptive coaching – ball in play	Non-playing team members are required to stay at least 1.75 meters from the court and completely outside the substitution zone.	- The coach may stand or walk within the free zone in front of team bench from the extension of the attack line up to and including the warm-up area, without disrupting or delaying the match. The coach must not obstruct the view of the line judges. - One assistant coach at a time may stand to instruct players on the court, with the same location restrictions.	- The head coach may stand in the coaching zone, no closer than 6 feet from the sideline. (The coaching zone is the area defined as the libero replacement zone and the area beyond the end line and sideline extended.) - Assistant coaches shall remain seated on the bench during play. - If a team member on the bench is assessed a red card for unsporting conduct, all coaches must remain seated for the remainder of the match.
29. Non-disruptive coaching – ball out of play	- Only the head coach may address the referees to clarify non-judgment ruling or request a challenge. Any coach may confirm the number of timeouts or substitutions. Coaches may not delay the resumption of play to discuss a judgment decision. - Coach(es) must not enter the substitution zone to address judgment decisions at any time.	- During a dead ball, the coach may stand or walk within the free zone in front of the team bench from the extension of the attack line up to and including the warm-up area, without disrupting the match. - One assistant coach at a time may stand to instruct players on the court, with the same location restrictions as the head coach and without disrupting the match.	- During a dead ball, the head coach may stand in the coaching zone to instruct players. - One assistant coach may stand in the coaching zone during dead-ball situations and must return to the bench before play begins. - If a team member on the bench is assessed a red card for unsporting conduct, all coaches must remain seated for the remainder of the match.
30. 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.

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31. Injury timeout (when no substitutes are available)	- If an injured player cannot be substituted (legally or exceptionally), an injury timeout of up to three minutes is given without requiring the team to take any remaining legal timeouts. - If the player is unable to play after three minutes, the team may take any remaining legal timeouts. - If the injured player cannot continue to play, the team is declared incomplete and defaults the set.	- If an injured/ill player cannot be substituted (legally or exceptionally), the player is given a three-minute recovery time. - If the player is unable to play after three minutes, the team may take any remaining legal timeouts. - If the player does not recover, his/her team is declared incomplete and defaults the set.	- If an injured/ill player cannot continue after there are no remaining timeouts and the team has no legal or exceptional substitutes, the first referee may call a special injury timeout of up to three minutes for the injured/ill player. - If the player cannot return by the conclusion of the special injury timeout, the team shall play short for the remainder of the set.
32. Injury/illness during the set	If the injured player cannot continue playing within 30 seconds, the player must be replaced by a legal substitute or a legal libero replacement, or the team must take a legal timeout if the player is to continue playing.	If the injured player cannot continue playing within a reasonable amount of time, the player must be replaced by a legal substitute or a legal libero replacement, or the team must take a legal timeout if the player is to continue playing.	If the injured player cannot continue playing within 30 seconds, the player must be replaced by a legal substitute or a legal libero replacement, or the team must take a legal timeout if the player is to continue playing.
33. Assessing individual sanctions	- Warning – Yellow card held in one hand. Each team member can receive an individual yellow card. - Penalty – Red card held in one hand. - Disqualification – Red and yellow cards held in separate hands.	- Warning – - Stage 1: No card shown – verbal or hand communication through the game captain (not recorded on scoresheet). - Stage 2: Yellow card held in one hand. Not technically a sanction but indicates that the team has reached the sanctioning level for the remainder of the match. Each team may only receive one yellow card per match. - Penalty – Red card held in one hand. - Expulsion – Red and yellow cards held in one hand. - Disqualification – Red and yellow cards held in separate hands.	- Warning – Yellow card held in one hand on offending team's side of court. Each team member can receive an individual yellow card. - Penalty – Red card held in one hand on offending team's side of court. - Expulsion – Rules do not include an expulsion sanction. Behavior requiring a sanction beyond a penalty point results in disqualification for the match. - Disqualification – Red and yellow cards held in separate hands. - Forfeit. (State association may modify)
34. Expulsion	Expulsion sanction is not a part of the sanction scale.	- No penalty point assessed. - Expelled players/substitutes must remain seated on the bench for the remainder of the set. Other expelled team members must leave playing, bench, and warm-up area.	Expulsion sanction is not a part of the sanction scale.

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35. Disqualification	- Loss of rally/point is assessed for a disqualification. - Disqualified team members must leave the team and spectator areas for the remainder of the current match and the entire next match.	- No penalty point assessed. - Disqualified team members must leave playing, bench, warm-up, and spectator areas for the remainder of the current match.	- Loss of rally/point is assessed for a disqualification. - Disqualified teammate will leave team bench for remainder of match if supervision available. Disqualified adult will leave premises.
36. Use of red and yellow cards	Used only by first referee.	Used only by first referee.	Carried by both referees; second referee signals need for sanction to first referee using cards.
37. Duration of sanctions	- Delay sanctions – for the set <u>Misconduct sanctions – for the match</u> (exception – disqualification is for the remainder of the current match and the team's entire next match)	Misconduct and delay sanctions – for the match (exception – expulsion sanction is for the remainder of the current set)	- Unsporting conduct sanctions – for the match - Administrative Unnecessary Delay sanctions – for the set
38. Electronic Aids	- Statistical data may be transmitted to the bench from any location in the facility. - Audio or video transmissions to the bench are prohibited. - Video may be viewed between sets outside the bench area, playing area, and spectator areas.	Not addressed.	- Electronic devices may be used during the match except to communicate with the player(s) on the court. The first referee may restrict the use of the device(s) if determined to interfere with the contest. - Electronic devices shall not be used for any review of a referee's decision. <u>No player shall wear any audio or video device during the match.</u>

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39. Sanction procedures	- When a player on the court receives a sanction, the captain must go to the stand to acknowledge the sanction. - When a team member on the bench is sanctioned, or a delay sanction is assessed, the second referee immediately and clearly informs a coach. - When an improper request is assessed, the second referee informs a coach at the end of the rally. - The second referee whistles when requesting any sanction from the first referee. - The first referee whistles when assessing an individual sanction, unless the sanction was requested by the second referee.	- When a player on the court receives a sanction, he/she goes to the referee stand to acknowledge the sanction. - When a team member on the bench is sanctioned, the game captain goes to the referee stand for explanation. Captain communicates information to that team member, who acknowledges sanction with a raised hand. - When a delay sanction is assessed, the game captain goes to the referee stand for explanation. The game 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 game captain) at the first opportunity without delaying the match. - The second referee whistles when requesting a sanction from the first referee. - The first referee whistles when assessing a sanction.	- First referee holds card(s) in hand on the offending team's side, head high, and verbalizes number of player or which coach received the card. - Second referee steps to side of offending team and a few steps towards first referee holding card in middle of chest, then verbalizes number of player or which coach received the card. - Second referee verifies that the scorer records information.
40. Uniforms	- All players except the libero must be dressed identically. Manufacturers' logos and lettering on uniforms are not required to be identical. - If more than one player (other than the libero) wears a particular article of clothing as an exposed undergarment, all must be identical. - Uniform bottoms may differ in style and cut, provided the color and trim are identical (<i>i.e.</i>, players may wear shorts, spandex of varying length, pants, or skirts).	- All players except the Libero must be dressed identically, with the exception of small manufacturer logos. - If more than one player (other than the Libero) wears an exposed undergarment, they must be similar and of the same color. - Players may wear pants or shorts of different lengths and/or styles as long as they are all the same color.	- All players except the libero must be in like-colored uniforms. - Exposed undergarment under top or bottom must be unadorned and a single solid color similar to the predominant color of corresponding uniform top or bottom or be solid black, white, or gray. All team members must wear the same color undergarment. - Players may wear multiple styles of uniform bottoms (shorts, spandex, pants, skirts).
41. Uniform sleeve length	Uniforms must have identical sleeve length (except libero).	Sleeve length is not considered in determining the legality of jerseys. However, sleeved versus sleeveless (tank tops) are not considered the same.	Differing sleeve lengths allowed.

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42. Uniform numbers	- Numbers must be centered on the back. On the front, the number must be either centered or placed on one shoulder with the top of the number no more than 5" from shoulder seam. - The color of the number must clearly contrast with the color of the jersey irrespective of any border around the number. - Legal numbers are 0-99, inclusive. Double zero not allowed; leading zero (ex. "05") not allowed.	- Uniform numbers must be clearly visible and centered side to side on the front and back of the jersey. Numbers are recommended to be placed on the upper half of the jersey. Numbers may not extend below the player's waist or be tucked into the uniform bottoms. - The color of the number must clearly contrast with the color of the jersey irrespective of any border around the number. - Legal numbers are 1-99, inclusive. Zero and double zero not allowed; leading zero (ex. "05") not allowed.	- Numbers must be located on the player's 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/seam. - Legal numbers are 0-99, inclusive. Double zero not allowed. - The body of the number must clearly contrast from the body of the uniform regardless of trim.
43. Manufacturer logo specifications	Manufacturer logos permitted. Size restrictions per NCAA guidelines [see Rule 7.1.3]. (NJCAA has no manufacturer's logo language.)	Manufacturer logos permitted. A single logo smaller than 2¼ square inches does not have to be identical.	- Single manufacturer's logo permitted on each piece of uniform (no more than 2¼" square inches) and no dimension more than 2¼". School logos permitted. - Multiple manufacturer logos/trademarks/ references are allowed on the waistband ONLY of the uniform bottom without size restrictions.
44. 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 (buttons, zippers, snaps, fasteners, etc.).
45. Libero uniform	- The libero uniform must clearly contrast from the predominant color(s) of the teammates', excluding trim. - Libero's shorts may differ from teammates'. - Libero may wear a vest to differentiate from teammates, but it must be numbered.	- The Libero must wear a jersey that clearly contrasts with, and has a different dominant color from, the jersey of their teammates. - Libero's shorts may differ from teammates. - A redesignated Libero may wear a bib or vest. The uniform number must still be visible.	- The libero uniform must clearly contrast from the predominant color(s) of the teammates', excluding trim. <u>Libero's shorts may differ from teammates'.</u> - Libero may have two uniform numbers, one as libero, and a second as non-libero.
46. Libero uniform criteria	The libero uniform must clearly contrast from the predominant color(s) of the teammates', excluding trim. The libero jersey cannot be made up solely of the same predominant color(s) as the teammates' even if the like color(s) are placed differently on the jersey.	The Libero must wear a jersey that clearly contrasts with, and has a different dominant color from, the jersey of their teammates.	The libero uniform must clearly contrast from the predominant color(s) of the teammates', excluding trim. The libero jersey cannot be made up solely of the same predominant color(s) as the teammates' even if the like color(s) are placed differently on the jersey.

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47. Illegal uniforms	When a team cannot begin the match with six players wearing legal uniforms, an administrative red card (one point penalty) to a team wearing a non-compliant uniform. This is a one-time penalty that will be assessed prior to the first set. The administrative red card will not impact individual and team sanctions.	Request assistance from a head referee (if available) or tournament director. Inform the coach that the uniform are illegal. Allow the team to play if possible. Notify the head referee and/or tournament director, your Region referee chair, or the Region office so they can contact the club.	When a team cannot begin the match with six players wearing legal uniforms, a loss of rally/point shall be awarded to the opponent at the beginning of the match, and the state association shall be notified.
48. Player equipment	- Splints/braces/casts allowed on arms or hands if padded and no advantage is gained. - Hair devices allowed. A headband, head sweatband, bandanna worn as a sweatband, or hair control device must be a single solid color. Hats are not permitted. - For any headgear not mentioned in the rules, the team must present a current waiver from the NCAA Secretary-Rules Editor.	- Splints/braces allowed on hands/arms if padded, will not cause an injury, and no advantage is gained. Casts are not allowed. - Hats are not allowed. Headgear that may cause an injury or give an artificial advantage must not be worn. - Soft, non-abrasive head coverings do not require a waiver. - Helmets and/or face shields are allowed if they do not create a safety issue for the player or teammates.	- Splints/braces/casts not allowed on finger, hand, wrist, or forearm. Casts on other body parts may require padding. - Hair-control devices and other adornments in the hair that are securely fastened and do not present an increased risk to the player, teammates or opponents are allowed. - Headbands made of soft material and no more than 3 inches wide may be worn. - Helmets require authorization from the state association. - Religious head coverings do not require approval from the state association.
49. Jewelry during play	<u>Jewelry can be worn above the chin only: there are no limitations on the size of the jewelry.</u> Articles of jewelry below the chin are not permitted. String bracelets, commemorative bracelets and body jewelry are considered jewelry and not permitted. - Delay sanction is assessed if jewelry removal delays the match.	Jewelry may be worn provided its nature does not present a concern for safety, such as extremely long necklaces and/or necklaces with large medallions, or large hoop earrings.	- Small secured articles like post or stud piercings may be worn. Articles of jewelry below the chin are not permitted. String bracelets, commemorative bracelets and body jewelry are considered jewelry and not permitted. - Discovery of non-compliant jewelry during a match will result in an unnecessary delay. - Body paint or glitter prohibited.
50. Jewelry during warm-ups	Preventive officiating recommended first. If a player does not comply promptly when directed to remove illegal jewelry, a delay sanction is assessed prior to the first service of the match.	Not addressed, but referees are responsible for safety of participants and should ask players to remove jewelry which is deemed unsafe.	Non-compliant jewelry may not be worn during warm-ups. No penalty unless player does not comply with the referee's directive to remove (unsporting conduct).
51. Blood on uniform	Allow reasonable time to change uniform. No duplicate numbers in same set, but other number changes allowed.	Allow reasonable time to change uniform; no duplicate numbers in same set, but other number changes allowed.	Treat as injured player. Any blood on uniform requires the uniform to be cleaned or changed. No penalty for necessary number change.
52. Damaged uniform	Allow reasonable time to change uniform. No duplicate numbers may be worn by teammates playing in the same match.	Players may change wet or damaged uniforms between sets or after substitution, provided that the color, design, and number of the new uniform(s) are the same.	A player may change numbers without penalty when a uniform is damaged.
53. Control of player equipment	If a player's necessary equipment falls to the floor and creates a safety hazard, play is stopped and a replay is directed.	If a player's equipment falls to the floor and creates a safety hazard, play is stopped and a delay sanction assessed.	If equipment falls to floor, play must be stopped and started with replay. Multiple problems result in unnecessary delay.

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54. Definition of a rally	A rally begins with the first referee's whistle to authorize service and ends when the ball is out of play. A rally is completed when a point is awarded to either team.	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 a point. This includes the award of a penalty point and a loss of rally for failing to serve within the time limit.	A rally is the sequence of actions ended by a fault, resulting in point.
55. Reporting after the interval between sets	If a team is not ready to play at the start of a set, a delay sanction is assessed. Each additional 30 seconds of delay results in a delay penalty up to a maximum of 5 minutes, after which 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 is assessed.
56. When set officially ends and interval between sets begins	When the first referee signals teams to their bench or signals teams to change sides (or, before a deciding set, when team representatives are released after the coin toss).	When the first referee signals end of set.	When first referee signals teams to the appropriate benches.
57. Pre-match warm-up	• Warm-up protocols are defined by rule. • When both teams are on court, all warm-up activities must be on the team's own playing area. • When a team has exclusive use of the court, the other team must remain off the playing 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. • 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 spectator walkways is not permitted. • Neither shared hitting nor shared serving are prohibited in adult competition. In junior competition, neither shared hitting nor shared serving are allowed.	Not addressed; state association policy.
58. Warm-up between sets	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 on their court or in the free zone.	Between sets, teams may warm up in their playing area. Volleyballs may not be hit over the net.

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59. Coin toss and choice of playing area	- Any team representative may attend pre-match and deciding set coin toss. - Home team designates their playing area for the first set one hour before the match. - Pre-match coin toss is for serve/receive only, and is called by the visiting team representative. - Deciding set coin toss is conducted near the scorer's table by the second referee; the toss is for serve/receive or playing area and is called by the home team representative. - The second referee communicates the results of the toss to the first referee by extending an outstretched arm on the side of the team to serve first and giving the appropriate signal indicating if teams will remain on their sides or change courts.	- Team captains must attend both the pre-match and deciding set coin toss. - Pre-match coin toss is for serve/receive or choice of playing area. Deciding set coin toss is for serve or receive only.. - Deciding set coin toss is conducted near the scorer's table by the first referee, or the second referee if designated.	- Head coach and captain(s) must attend. - Home team selects playing area/bench for the first set upon entering the facility. - Pre-match coin toss is for serve/receive only. - Deciding set coin toss is conducted at the official's table by the second referee; the toss is called by the home team playing captain and is for serve/receive or playing area. - The second referee communicates the results of the toss to the first referee by extending an outstretched arm on the side of the team to serve first and giving the appropriate signal indicating if teams will remain on their sides or change courts.
60. Ball use during timeout	Allowed off-court, past the end line.	Not allowed.	Not allowed.
61. Changing courts between sets	<u>Teams change courts at the end of the second set.</u>	The default protocol is for each team to remain on their respective side of the court throughout the match, including the deciding set. The event organizer determines there is a clear disadvantage on only one side of the court and may determine that a change of courts will take place between sets and during a deciding set for all matches.	Teams change courts between sets; may be modified by state association.
62. Changing courts in a deciding set	<u>Teams do not change courts during a deciding set.</u>	If teams change courts between sets, teams will change courts when one team has scored eight points	Teams do not change courts during a deciding set.
63. Lineups due for first set	- At the three-minute mark on the countdown clock timing the warm-ups. - If used, the libero's number(s) must be entered on lineup sheet for each set.	- Two minutes before end of timed warm-up period. - If used, the Libero's number(s) must be entered on lineup sheet for each set.	- Two minutes prior to end of timed warm-up period. - If used, the libero's number must be marked on lineup sheet for each set.
64. Lineups due for subsequent sets	At least 30 seconds before the expiration of the interval between sets.	At least 30 seconds before the expiration of the interval between sets.	No later than one minute remaining in the timed interval.

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65. Penalty for late lineup	Delay sanction. After an additional 30 seconds, a delay penalty is issued. Another delay penalty for each additional 30 seconds. Set is defaulted five minutes after the proper submission time.	Delay sanction.	- If a lineup is not submitted two minutes prior to the timed prematch warmup or with one minute remaining in the timed interval or intermission, an unnecessary delay/yellow card warning is assessed. - If the lineup has not been submitted by the end of the timed prematch warmup or by the end of the timed interval or intermission, an unnecessary delay/red card penalty is assessed.
66. Change in lineup after submitted	For set one, lineups may be changed until the one-minute mark on the clock timing the warm-ups. Within one minute of set one, and for all other sets, must use substitution.	Once the lineup sheet has been delivered to the second referee or scorer, no change in lineup may be authorized without a regular substitution.	A lineup submitted early may be changed up to the two-minute mark prior to the first set and up to the one-minute mark prior to each subsequent set. Changes after lineups are due must be made by substitution.
67. Starting player injured/ill after lineup is submitted	For set one, lineups may be changed until the one-minute mark on the clock timing the warm-ups. Within one minute of set one, and after lineup is submitted for all other sets, must use substitution.	Once the lineup sheet has been delivered to the second referee or scorer, no change in lineup may be authorized without a regular substitution.	In case of injury or illness to a starting player prior to a set, the injured/ill player is replaced in the lineup without penalty and no entry is charged to the injured or ill player.
68. Duplicate numbers in starting lineup	The team must use a substitution to change one of the duplicate numbers.	One of the duplicate numbers must be changed. The team is not charged a substitution. No other changes may be made to the lineup.	The team must use a substitution to change one of the duplicate numbers.
69. Libero number listed as a regular player in the starting lineup	The lineup may be corrected in one of two ways: 1. Change the listed libero with the duplicate number to a different legal number. 2. Use a substitution to change the starting player to a different legal number into that position.	The lineup may be corrected in one of two ways: 1. Change the listed libero with the duplicate number to a different legal number. 2. Change the starting player to a different legal number into that position. No substitution will be charged to fix the duplicate number. No other changes are allowed to the lineup.	The lineup may be corrected in one of two ways: 1. Change the listed libero with the duplicate number to a different legal number. 2. Use a substitution to change the starting player to a different legal number into that position.
70. Libero number not listed on lineup sheet	- If a libero is not designated on the lineup sheet for a set, the coach may, without delay, indicate to the second referee the player's number who will be playing libero. This designation must be made before the set begins. - If the lineup lists a libero number that no team member is wearing, the team must play without a libero for that set.	- The team may immediately designate a Libero(s), and this number(s) is recorded on the lineup sheet, score sheet, and libero tracking sheet. This designation must be made before the set begins. - If the lineup lists a Libero number that is not on the roster, the team may correct the lineup and designate a new Libero.	- If a libero is not designated on the lineup sheet for a set, the team may not use a libero for that set. A libero may be designated for subsequent sets. - If the lineup lists a libero number that no team member is wearing, the team may correct the lineup.

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71. Third timeout request	Improper request unless the timeout is acknowledged (whistled), then a delay sanction is assessed.	Improper request unless the timeout is acknowledged (whistled), then a delay sanction is assessed.	Unnecessary delay, regardless of whether the second referee acknowledged the request.
72. Length of timeouts	Default is 75 seconds. Coaches may agree to modify length to 60 or 90 seconds. Warning whistle is blown 15 seconds before end of timeout period.	30 seconds. No warning whistle is blown before end of timeout period.	60 seconds. Warning whistle is blown 15 seconds before end of timeout period.
73. Water during timeout	No location restriction; must be cleaned up by end of timeout, or a delay sanction is assessed.	Clean up must not delay resumption of play, or a delay sanction is assessed.	Unnecessary delay is assessed when the cleaning up of liquid or other substances causes a delay in resumption of play.
74. Timeout ending early	Yes, if both teams are ready to play. A warning whistle is blown, and the horn is used to end the timeout.	No.	Yes, if both teams are ready to play. A warning whistle is blown, and the horn is used to end the timeout.
75. Substitution requests	- Can be verbally requested by a designated coach or the playing captain. - A substitute entering the substitution zone also constitutes a request.	- Initiated by the entrance of the substitute player into the substitution zone, ready to play. - Coach/game captain may verbally request in the case of an exceptional substitution or injury situation.	- Can be verbally or visually requested by head coach. - A substitute entering the substitution zone also constitutes a request.
76. 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 per team can be made in each interruption (dead ball), even if a timeout is granted.	Only one substitution request can be made in each dead ball period, even if a timeout is granted.
77. 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. Referees may direct teams to benches for administrative purposes. Coach and non-playing team members may not enter court.	No. Coach may enter court. Teams may confer with their coaches only on the court or at their team bench area.
78. Requesting a timeout, substitution, or lineup check	- Designated coach(es) or captain may make request. - Coach(es) must be in the bench or warm-up area to make request. - Not allowed between authorization of the service and the end of the next rally. - Substitution and timeout requests only allowed after a completed rally.	- The coach or game captain may make request for timeout or lineup check. - The coach must be in the bench area or in the free zone in front of the team bench from the extension of the attack line up to and including the warm-up area to make requests. - Not allowed between authorization of the service and the end of the next rally. - Substitution and timeout requests only allowed after a completed rally.	- Playing captain may request timeout or lineup check for own team from second referee. - Head coach may request timeout, substitution, or lineup check verbally or with appropriate hand signal. - If a replay is called, no requests may be recognized until after the rally is completed. Exception: When a replay is signaled due to an injury/illness and the injured/ill player cannot continue play, the head coach may request a substitute or complete a legal libero replacement for the injured/ill player or take a team time-out(s) if the team has remaining time-outs.

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79. Exceptional substitution	- Does NOT count as a team substitution. - Player replaced by exceptional substitution may not return to that set.	- Does NOT count as a team substitution. - Player replaced by exceptional substitution may not return to the match.	- Counts as a team substitution if fewer than 18 have been used. - Player replaced by exceptional substitution may not return to that set.
80. Maximum team substitutes	- NCAA/NJCAA Division I – Fifteen (15) team substitutions per set. <u>NCAA/NJCAA Division II and III – Eighteen (18) team substitutions per set.</u> (NAIA allows unlimited substitutions.)	Fifteen (15) team substitutions per set.	Eighteen (18) team substitutions per set.
81. Illegal substitution request	Improper request if not whistled by second referee; delay sanction if whistled.	Improper request if not whistled by second referee; delay sanction if whistled.	Unnecessary delay.
82. Notification of number of substitutions	- Scorer informs second referee when 12th – 15th substitutions are used; second referee then informs coach. - Second referee notifies first referee when 15th substitution is used by showing only the number “15” (no substitution signal).	- Scorer informs second referee when 12th – 15th substitutions are used; second referee then informs coach. - Second referee notifies first referee when 15th substitution is used by showing substitution signal followed by the number “15.”	Scorer informs second referee when 15th – 18th substitutions are used; second referee then informs coach.
83. Number of liberos allowed	Zero, one, or two liberos may be designated for each set.	Zero, one, or two liberos may be designated for each set.	<u>Zero, one, or two liberos may be designated for each set.</u>
84. Libero service restrictions	- Libero may serve in one position in a set. - If two liberos are used, either libero may serve in one position in a set.	- Libero may serve in one position in a set. - If two Liberos are used, either Libero may serve in one position in a set.	- Libero may serve in one position in a set. <u>If two liberos are used, either libero may serve in one position in a set.</u>
85. Libero replacements	A completed rally must take place between two libero replacements except in the case of injury/illness or when there is a forced rotation caused by penalty. Exception: when the next action the libero will take is to serve, no rally is required.	A completed rally must take place between two Libero replacements except in the case of injury/illness or when there is a forced rotation caused by penalty. Exception: when the next action the Libero will take is to serve, no rally is required between replacements.	A completed rally must take place between two libero replacements unless the next action the libero will take is to serve.
86. Incorrect libero replacement	- Can be corrected by the team prior to the next service contact. - Officials should correct errors as soon as they are recognized, including prior to next service contact; if officials get involved with correction, a delay sanction is assessed. - If play begins (service contact) after incorrect replacement, a position fault occurs.	- Can be corrected by the team prior to the next service contact. - Officials should correct errors as soon as they are recognized, including prior to next service contact; if officials get involved with correction, a delay sanction is assessed. - If play begins (service contact) after incorrect replacement, a position fault occurs.	- Can be corrected by the team prior to the next service contact. - Officials should correct errors as soon as they are recognized, including prior to next service contact; if officials get involved with correction, unnecessary delay is charged. - If play begins (service contact) after incorrect replacement, illegal alignment occurs.

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87. Libero status during timeout	- The assistant scorer and second referee verify that the correct players return to the court after the timeout. - The assistant scorer verbally informs the second referee whether each team's libero was on or off of the court when the timeout was called. No formal signals are used.	- The assistant scorer verifies that the correct players return to the court before completing any Libero replacements. - The commonly accepted signals should be used to indicate whether each team's Libero was on or off of the court when the time out was called.	- At the beginning of a timeout, the libero tracker reports the status of each team's libero to the second referee. - No formal signals are used.
88. Libero injured during play	- The referee stops the rally, and the rally is replayed. - If the libero cannot continue playing, the libero must be replaced by the player the libero replaced or the second libero. - If the libero is replaced by the player she came in for, the team is then allowed one substitution for the replacement player only.	- The referee stops the rally, and the rally is replayed. - If the Libero cannot continue playing, he or she must be replaced by the player the Libero replaced or the second Libero. - The team is NOT allowed a substitution for the replacement player since the rally has not been completed.	- The referee stops the rally, and the rally is replayed. - If the libero cannot continue playing, he/she must be replaced by the player he/she came in for. - The team is then allowed one substitution for the replacement player only.
89. Redesignation of injured/disqualified libero	- If the libero is injured and cannot continue play, a new libero may be designated, even if the team designated two liberos for the set. - An injured libero that was redesignated may not play for the remainder of that set. - If the libero is disqualified, and the team designated one libero for the set, the team continues with no libero player. - If the libero is disqualified and the team designated two liberos for the set, the team continues with one libero player.	- If a team has only one Libero, redesignation of the Libero is allowed at any time and for any reason (including disqualification). - If a team has two Liberos, redesignation is not allowed unless both Liberos have been declared unable to play. Only one new Libero may be designated for the remainder of that set. - Liberos who have been replaced using the redesignation process may not return to the match.	- If the libero is injured and cannot continue play, a new libero may be designated, <u>even if the team designated two liberos for the set.</u> - An injured libero that was redesignated may not play for the remainder of that set. <u>If the libero is disqualified, and the team designated one libero for the set, the team continues with no libero player.</u> <u>If the libero is disqualified and the team designated two liberos for the set, the team continues with one libero player.</u>
90. 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 – 8 seconds.	- One toss for service after the service is authorized. - Ball must be tossed or released before contact. - Time allowed for service contact – 8 seconds (all ages). - For 14-and-under age groups, if the ball, after having been tossed or released by the server, is then caught or is allowed to fall to the floor, it is considered a service tossing error. One service tossing error is permitted for each service.	- After the ball is released for service, it may be caught or allowed to drop to the floor to allow 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 – 5 seconds.

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91. Points and actions removed due to wrong server or illegal player on the court	- If discovered before the opponent serves, points known to have been scored during a term of service in which an illegal substitute or wrong server is discovered are canceled. - 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. - If the opposing team has served before the rotation fault is discovered, there is no cancellation of points for the offending team.	- If discovered before the opponent serves, points known to have been scored during a term of service in which an illegal substitute or wrong server is discovered are canceled. - 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. - If the opposing team has served before the rotation fault is discovered, there is no cancellation of points for the offending team.	- If discovered before the opponent serves, points known to have been scored during a term of service in which an illegal substitute or wrong server is discovered are canceled. - After the serve has alternated and the first serve is contacted, there shall be no cancellation of points.
92. 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.
93. Blocking faults	Blocking the ball across the net above the opponent's team area is legal provided the block is made after the opponent has executed an attack-hit (simultaneous contact with the attack-hit is a blocking fault).	It is a blocking fault when the blocker touches the ball in the OPPONENT'S space before the opponent's attack hit [simultaneous contact is not a fault].	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.
94. Ball near or in the vertical plane of the net	A ball penetrating the vertical plane of 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 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.
95. Net contact	Contact with the net or antenna is not a fault unless it is made while playing the ball or it interferes with play. A blocker/attacker has completed their action when they transition to the next action.	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.	Contact with the net, net cables, or net antennas is always a fault, except contact by loose hair or the force of a ball hit by the opponent pushes the net or net cables into player.
96. Contact with net, post or cables outside the net	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 or is not used as a means of support while contacting the ball.	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.	Contacting the net or net cables is a net fault. Dangerous contact with or gaining an advantage from the standards or referee platform is a net fault.

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97. Crossing the center line	- Penetration into the opponent's space under the net without contacting the opponent's court is permitted, provided there is no interference with the opponents. <u>Completely crossing the center line with the foot or feet is not permitted.</u> <u>Completely crossing the center line with other body parts is permitted, provided there is no interference with the opponents.</u>	- Players can touch opponent's court with feet or hands, provided 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.	- Players can touch opponent's court with feet or hands, provided some part of the extremity is on or above the center line. - Contacting the floor across the center line with any other part of the body is illegal.
98. Retrieving the ball from the opponent's free zone ("pursuit rule")	<u>Requires 2 meters of clearance outside net pole, referee stand or other court equipment. If the ball travels over or outside the antenna to the opponent's free zone, a player may retrieve that ball within the limits of the teams three contacts as long as no center line fault occurs, and the pursuing player does not cross under the net, net cable, or referee platform. The return path of the ball must be over or outside the antenna.</u>	Requires 2 meters of clearance outside net pole, referee stand or other court equipment. If the ball travels over or outside the antenna to the opponent's free zone, a player may retrieve that ball within the limits of the teams three contacts 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 net or net plane.
99. Successive contacts	On a team's second hit, contacting the ball more than once with any part of the body in a single attempt to play the ball is not a fault if the ball is next contacted by a teammate.	On a team's second hit, contacting the ball more than once with any part of the body in a single attempt to play the ball is not a fault if the ball is next contacted by a teammate.	On a team's second hit, contacting the ball more than once with any part of the body in a single attempt to play the ball is not a fault if the ball is next contacted by a teammate.
100. Screening	<u>Players on the serving team are not permitted to raise their hands above their heads during service until the ball has passed beyond the net.</u> - Players on the serving team must not take action to prevent receiving team players from seeing the contact of the serve and the path of the ball.	Any player of the serving team is forbidden to raise their hands above the head during service, until the ball has passed beyond the net.	<u>Players on the serving team are not permitted to raise their hands above their heads during service until the ball has passed beyond the net.</u> - 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.
101. Intermission between sets	If an intermission is used, it occurs between the second and third sets and is no longer than 5 minutes in duration.	If an intermission is used, it occurs between the second and third sets and is no longer than 10 minutes in duration.	- An intermission may only be used for promotional or special recognition activities. If using an intermission, it shall occur between sets 2 and 3 and shall be no longer than five minutes in duration for the time between sets. - If the match consists of 2 of 3 sets, any intermission must occur between sets 1 and 2.
102. Match length	All matches will be the best 3 out of 5 sets. (NJCAA allows for best 2 out of 3 sets.)	Matches may be the best 2 out of 3 sets, 3 sets automatically, or best 3 out of 5 sets.	Matches are the best 3 out of 5 sets (best 2 of 3 is allowed by state association; if so, all sets are 25 points).

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103. Instant replay	The challenge review system allows video review to be used to confirm, reverse, or replay specific decisions made by the officiating team.	Not used.	Not used.
104. Protest procedure	- Protest may be lodged by coach or captain. Coach 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. For nationally-sanctioned competition, the coach may act in place of the captain in protest situations. - 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 within the first 60 seconds after the final point of the match is scored. - A protest related to a judgment decision may result in a red card (penalty) being assessed to the coach.	- Coach must request to review a decision by requesting a timeout. The head coach shall confer with the first referee at the first referee's platform. - Request must be made during dead ball immediately following situation in question. - If the referee's decision stands, a timeout is charged to the team. If no timeouts remain, a loss of rally/point shall be awarded to the opponent.
105. Referee signal sequence for net faults	If a net fault is whistled by the second referee, the first referee (if in agreement) indicates which team wins the point, then indicates the number of the player at fault.	If a net fault is whistled by the second referee, the first referee (if in agreement) indicates which team wins the point after the second referee has signaled the fault and the player at fault (if necessary). The first referee does not indicate the player at fault.	If a net fault is whistled by the second referee, the first referee (if in agreement) indicates which team wins the point, then indicates the number of the player at fault.
106. Line Judge duties	- It is not the line judges' responsibility to signal a fault when a non-server is off of the court when the service is contacted. - A line judge may signal foot faults on their side of the net or on their sideline for servers on the opposite side of the court. - When asked by the first referee, line judges may provide assistance regarding a player contacting the antenna. - When asked by the first referee, line judges may provide assistance when a player contacts the ball in a non-playing area.	- It is the line judges' responsibility to signal a fault when a non-server is off of the court when the service is contacted. - A line judge may signal foot faults on their side of the net or on their sideline for servers on the opposite side of the court. - A line judge may signal when a player contacts the top 80cm (32") of either antenna.	- It is not the line judges' responsibility to signal a fault when a non-server is off of the court when the service is contacted. - A line judge may signal foot faults on their side of the net or on their sideline for servers on the opposite side of the court.
107. Line Judge flag specifications	Minimum – approximately 30 cm x 30 cm (12" x 12"), maximum – approximately 40.5 cm x 40.5 cm (16" x 16").	Flags should be 40 cm x 40 cm (16" x 16").	Minimum – approximately 30 cm x 30 cm (12" x 12"), maximum – approximately 40.5 cm x 40.5 cm (16" x 16").

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108. Illegal attack signal	Place the arm on the offending team's side 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. Indicate the player at fault, if necessary, by pointing with an open hand.	Completely 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 on the offending team's side 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.
109. 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.
110. Second referee "ready" signal	Indicated by extending one hand/arm toward first referee and making eye contact.	Indicated by holding both hands in front of body at head height, palms toward first referee.	Indicated by extending one hand/arm toward referee and making eye contact.
111. Signal for 3rd and 4th team contact by same player	Signal "four hits."	Signal "four hits."	Signal "four hits."
112. Indication of which player(s) contacted the net	- Indicate the player at fault by showing the jersey number, using one or both hands. - Player number "0" indicated by using the appropriate hand to form an open "0."	Indicate the player at fault by pointing with an open hand.	- Indicate the player at fault by showing the jersey number, using one or both hands. - Player number "0" indicated by using the appropriate hand to form an open "0."
113. Improper request technique	Without card, hold palm of one hand against the opposite wrist. Second referee communicates to a coach at the end of the rally.	Without card, hold palm of one hand against the opposite wrist. Second referee communicates to coach (or first referee to game captain) at earliest opportunity, without delaying the match.	Not applicable.
114. 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.	Second referee whistles to acknowledge first request and may administer both teams' substitutions without repeating the whistle (unless necessary).
115. Change of courts signal	Using fists, move the hands/arms from position A (arms dropped to the side) directly to position B (elbows bent, forearms parallel to body, right arm in front of body and left arm behind body).	Raise the forearms with the left arm in front of the body and right arm behind the body at the waist. Twist them around the body one time until the left arm is behind the body and the right arm is in front of the body at the waist.	With hands open, move the hands/arms from position A (arms dropped to the side) directly to position B (elbows bent, forearms parallel to body, right arm in front of body and left arm behind body).
116. Scorer action when incorrect server is imminent	Verbally notify second referee, who will determine when to stop play.	Indicates any error to the referees immediately after the service hit.	Notify the second referee during the first dead ball when there is an improper server.
117. Line judge position during timeouts	Both line judges take a position straddling the second hash mark of the attack line extension.	At mid-point of each end line.	At intersection of the attack line and the sideline on the first referee's side of the court.

Developed by:



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