

**Condensed Summary Comparison
USAV / NFHS
Volleyball Rule Differences 2009-2010**

| | USA Volleyball | National Federation |
|---|--|---|
| Ceiling obstructions (over playable area) | Ball in play above 4.5 m; judgment replay below 4.5m | In play |
| Backboards | Ruled same as ceiling | Judgment replay for vertical backboard. |
| Warm-Up area | The 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 ref duties. | The warm-up area must be in a non-playable area (for example, behind bench). |
| Playing restrictions | Ball may be retrieved from beyond the free zone when the surface change is lower by 1/2" 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. |
| Ball Characteristics | Surface must be uniform, light color or combination of colors. | Surface must be white, with NFHS Authenticating Mark. |
| Non-Disruptive Coaching-Ball Out of Play | *If seated, coach is required to sit on bench nearest the scorekeeper. * Head coach may stand or walk within free zone in front of team bench w/o disrupting the match. *One assistant 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 card for unsporting conduct |
| Non-Disruptive Coaching-Ball in Play | During play the coach may stand or walk within free zone in front of team bench and at least 1.75m from the court w/o disrupting the match. One assistant may stand to instruct players on the court with the same location restrictions | <u>During play the head coach may stand at least 6 ft from the sideline in the libero replacement zone to coach players. Privilege is lost if any team member on bench is assessed a card for unsporting conduct. Assistant remains seated.</u> |
| Designated Coaches | The coach must be designated. Only the coach may request interruptions. | Not addressed. |
| Number of Players | Must have at least 6 players to start match; must have at least 6 eligible players to continue play (See Gateway Region Policy) | Must have 6 players to start match; may continue with less than 6 players due to injury, illness or disqualification. |
| Assessing individual sanctions | * 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 * Disqualification (from match) - Red & yellow cards held in separate hands * Forfeit (May be modified by state association). |
| Expulsion & Disqualification | * No penalty point assessed. *If penalty area is available, expelled team members must remain seated there for remainder of set. If no penalty area is 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. | * Loss of rally/point is assessed for a disqualification. * Disqualified player will leave team bench for remainder of match if supervision available. Disqualified adult will leave premises. |
| Using Red & Yellow Cards | Used only by first referee | Carried by both referees; 2nd referee uses cards to signal need for sanction to 1st referee |
| Improper Request | "Wave off" request with one hand/arm. | N/A |
| Team Sanctions (unnecessary delay) | Delay Warning - No card displayed - one hand held against opposite wrist. Delay Penalty - Yellow card held against opposite wrist. | Timeout charged for unnecessary delay; If a team has used both timeouts, a loss of rally results. |

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| Sanction Procedures | <p>*A player on court who receives a sanction will come to the referee stand to acknowledge the sanction.</p> <p>*When a team member on bench is sanctioned, the game captain will come 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.</p> <p>*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.</p> <p>*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.</p> | <p>Hold card(s) in the hand on the offending team's side, head high. Tell the 2nd referee who is receiving card. 2nd referee verifies that scorer records information.</p> |
| Uniforms | 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 uniform. Only compression shorts are legal as exposed undergarments on lower body. |
| Uniform Adornment Restrictions | 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. |
| Libero Uniform | <p>*The Libero's jersey must contrast in color with that of the predominant colors of the other members of the team.</p> <p>*The Libero's shorts may differ from teammates</p> <p>*Only a re-designated Libero may wear a bib or vest. Libero's shirt must always display a visible number.</p> | <p>*the libero's jersey must be different from any color that appears on more than 25% of the body of her teammates' jerseys.</p> <p>*The Libero's shorts must be like-colored to teammates'.</p> <p>*Libero may have two uniform numbers, one as libero, one as non-libero.</p> |
| Player Equipment | <p>* Splints/braces allowed on hands/arms if padded and no advantage is gained.</p> <p>*Casts are not allowed</p> <p>* Hair devices allowed</p> | <p>* Splints/braces/casts not allowed on finger, hand, wrist or forearm. Hair devices not allowed, <u>except unadorned bobby pins no longer than 2"</u> and soft hair devices worn to control hair.</p> |
| Number Placement on Uniform Front | Numbers must be centered on the front of the jersey | Either on shoulder, or (in center) no more than 5" below the bottom edge of any neckline, ribbing, placket or seam. |
| Jewelry 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 if 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 |
| Jewelry During Warm-ups | 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) |
| Blood on Uniform | Allow reasonable time to change uniform; no duplicate numbers in same set, but other number/roster changes allowed | Treat as injured player. Any blood on uniform requires the uniform to be cleaned or changed. |
| Control of Player Equipment | <u>If a player's equipment falls to the floor and creates a safety hazard, play is stopped and a delay sanction assessed.</u> | If equipment falls to the floor, play must be stopped and started with replay. Multiple problems result in unnecessary delay. |

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| When Set Officially Ends & Interval Between Sets Begins | When the first referee signals the final point of the set. | When referee signals teams to the appropriate benches. |
| Warm-Up Between Games | 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. |
| Coin Toss/Choice of 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 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 toss for serve/receive or playing area |
| SwitchCtsDeciding Set | Yes | Teams do not switch sides |
| Teams to End Line at End of Sets | * Teams do not go the end line at the end of each set. * Teams do go to end line at end of match * Before deciding set, players on court are released to benches during coin flip. 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 flip results in no court change). * Before deciding game, <u>players are released to team benches while captains report for coin toss</u> * Teams do not change courts in middle of the deciding game. |
| Change in Line-up After Submitted | By substitution. | Not allowed (may substitute only for injury or illness). |
| Libero as captain | Not allowed | Allowed |
| 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 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 |
| Rosters | All team members, including managers, trainers etc. are listed on roster. Players not listed on the roster cannot play. | All players must be listed. Players can be added to the roster, but a loss of rally results. |
| Roster Changes | After roster is submitted, uniform number is correctable with delay penalty (yellow card). No player changes allowed. | Roster violation or additions result in a loss of rally/point. |
| Third timeout request | Improper request unless the timeout is acknowledged (whistled), then a delay sanction given | If request is acknowledged the penalty is loss of rally/point and play resumed immediately. |
| Length of Time-Outs | 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. |
| Water During Timeout | Clean up must not delay resumption of game | Unnecessary delay is called when the cleaning up of liquid or other substances causes a delay in resumption of play. |
| Timeout Ends Early | No | Yes, if both teams are ready to play |
| Substitution Requests | <u>Can only be requested by a substitute entering the substitution zone. Coach or captain may request in the case of an exceptional sub.</u> | Can be verbally requested by coach or captain. A substitute entering the substitution zone also constitutes a request. |
| Requesting a Time-Out, Substitution, or Line-Up Check | *The coach or captain may make request. * The coach must be in the bench area to make request. *Not allowed between authorization of the serve 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 2nd ref * Coach may request time-out, sub, or line-up check verbally or with appropriate hand signal. *Allowed if play is stopped for safety after authorization but before service contact. |
| Teams Required to Leave Courts During Timeouts | No. Coach & non-playing team members may not enter court. Referees may direct teams to benches for administrative purposes. | No. Coach may enter court. Teams may confer with their coaches only on the court or at their team bench area. |
| Number of Substitutes | 12 team substitutions with unlimited entries per player. | 18 team substitutions with unlimited entries per player. |

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| Multiple Substitution Procedure | Only one incoming substitute can be in the substitution zone at a time. | <u>Only one incoming substitute can be in the substitution zone at a time.</u> |
| Exceptional Substitution | Does NOT count as a team substitution. Player replaced by exceptional sub may not return to the match. | Counts as a team substitution if fewer than 18 have been used. Player replaced by exceptional sub may not return to that game. |
| Substitutions Protocol During Timeouts | Coach or captain may report number to R2. Substitution procedure is followed at end of timeout. | Coach or substitute may report the numbers to the R2. Players may exchange during timeout. |
| Illegal Substitutes | Team delay sanction | Unnecessary delay (Timeout) |
| Toss for Service | * One toss for serve after service is authorized * Ball must be tossed/released before contact. * Time allowed for service contact - 8 seconds * Exceptions - 14 & under divisions & regional developmental 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) - 5 seconds |
| 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 from in front of or behind attack line, if the ball is entirely above the top of the net. |
| Legal Contact | Anywhere on body is legal. | <u>Anywhere on body is legal.</u> |
| Ball Near or In the Vertical Plane of the Net | 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. |
| Retrieving the Ball from the Opponent's Free Space | 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. |
| Contact With Net, Post, Cables Outside the Net | Players may touch the post, ropes, or any other object outside the antennae, <u>including the net itself, provided it does not interfere with play.</u> | Contacting the net or net cables is a net foul. Dangerous contact with or gaining an advantage from cables, standards or platform is a net foul. |
| Net Contact | <u>Contact with the net is not a fault unless it interferes with play. Note: touching the net below the top band, even during the action of playing the ball is not a fault unless it interferes with play</u> | Always a fault except if contact by loose hair. |
| Crossing the Center Line | Player can touch opponent's court with feet providing some part of foot/feet is in contact with or directly above the center line, and the penetration does not interfere with the opponents' play <u>Players may touch the opponent's court with any body part above the feet provided the penetration does not interfere with the opponent's play.</u> | Player can touch opponent's court with feet or hands, providing some part of the extremity is on or above the center line. |
| Protest Procedure | *Protest must be lodged by the captain. Coach may act as 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 referee's decision stands, timeout charged to team. If not timeouts remain (loss of rally). |

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| Referee Signals | <p>*If a fault is whistled by the R1, the referee first indicates which team wins the rally by extending the arm in the direction of the team that will serve, then the nature of the fault and the player at fault if necessary.</p> <p>*If the fault is whistled by the R2, the R2 will indicate the nature of the fault and the player at fault if necessary. The R1 then indicates which team wins the rally & R2 repeats the signal. The R1 does not signal the fault or player at fault.</p> | <p>*If the fault is whistled by the R1, the refs 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.</p> <p>*If the fault is whistled by the R2, the R2 will signal the nature of the fault and the player at fault if necessary, which the R1 repeats. The R1 then indicates which team wins the rally by extending the arm in the direction of the team that will serve next, & the R2 repeats the signal</p> |
| Illegal Attack Signal | 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. |
| Illegal Block/Screen Signal | 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. |
| Second Referee "Ready" Signal | Indicated by holding both hands in front of body at head height, palms toward first referee. | Traditionally indicated by extending one hand/arm toward first referee and making eye contact. |
| Ball crosses under net Signal | Point to the center line area with an extended index finger | Point to the center line area with an open hand |
| Signal for 3rd & 4th team contact by same player | Signal "double contact" | Signal "four hits" |
| Substitutions by both teams on same dead ball | 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' subs without repeating the whistle (unless necessary) |
| Line judge position during timeouts | At mid-point of end line | At intersection of the attack line and the sideline on the referee's side of the court |