



National Federation of State
High School Associations



2014-15

VOLLEYBALL RULES BOOK

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2014—15 NFHS VOLLEYBALL RULES BOOK

ROBERT B. GARDNER, Publisher

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NFHS Publications

To maintain the sound traditions of this sport, encourage sportsmanship and minimize the inherent risk of injury, the National Federation of State High School Associations writes playing rules for varsity competition among student-athletes of high school age. High school coaches, officials and administrators who have knowledge and experience regarding this particular sport and age group volunteer their time to serve on the rules committee. Member associations of the NFHS independently make decisions regarding compliance with or modification of these playing rules for the student-athletes in their respective states.

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Every individual using these rules is responsible for prudent judgment with respect to each contest, athlete and facility, and each athlete is responsible for exercising caution and good sportsmanship. These rules should be interpreted and applied so as to make reasonable accommodations for athletes, coaches and officials with disabilities.

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2014-15 Volleyball Rules Changes

4-2-2 NOTE e New: Clarifies placement and size of mascot reference and/or player's name that may be placed on solid-colored jersey sleeve(s) by allowing a single mascot reference and/or school name of 4 by 4 inches or 3 by 5 inches.

5-5-3b(1): The second referee has the responsibility to signal for a ball out-of-bounds for an antenna fault on his/her side of the net.

5-5-3b(12): The second referee shall whistle to end a time-out if both teams are ready to play prior to 60 seconds and the audio signal has not sounded.

5-9-2a NOTE: The first referee may direct the line judge on the serving team's side to move in line with the extension of the end line until the ball is contacted to gain a better view when a server serves from the left third of the service area.

2014-15 Volleyball Major Editorial Changes

5-2-1b: When a fault is whistled by the second referee, the first referee will indicate only the result of play followed by the player at fault, if necessary.

5-5-3b(12): The second referee should whistle to end a time-out if both teams are ready to play prior to 60 seconds and the audio signal has not sounded.

2014-15 Volleyball Editorial Changes

1-2-1, New 9-2-3c, 9-4-6b, 10-2-5a, Informal Signals

2014-15 Volleyball Points Of Emphasis

1. Marking of court boundary lines 2. Hand signals for player numbers 3. Informal signal from second referee to first referee for situation out of view of first referee

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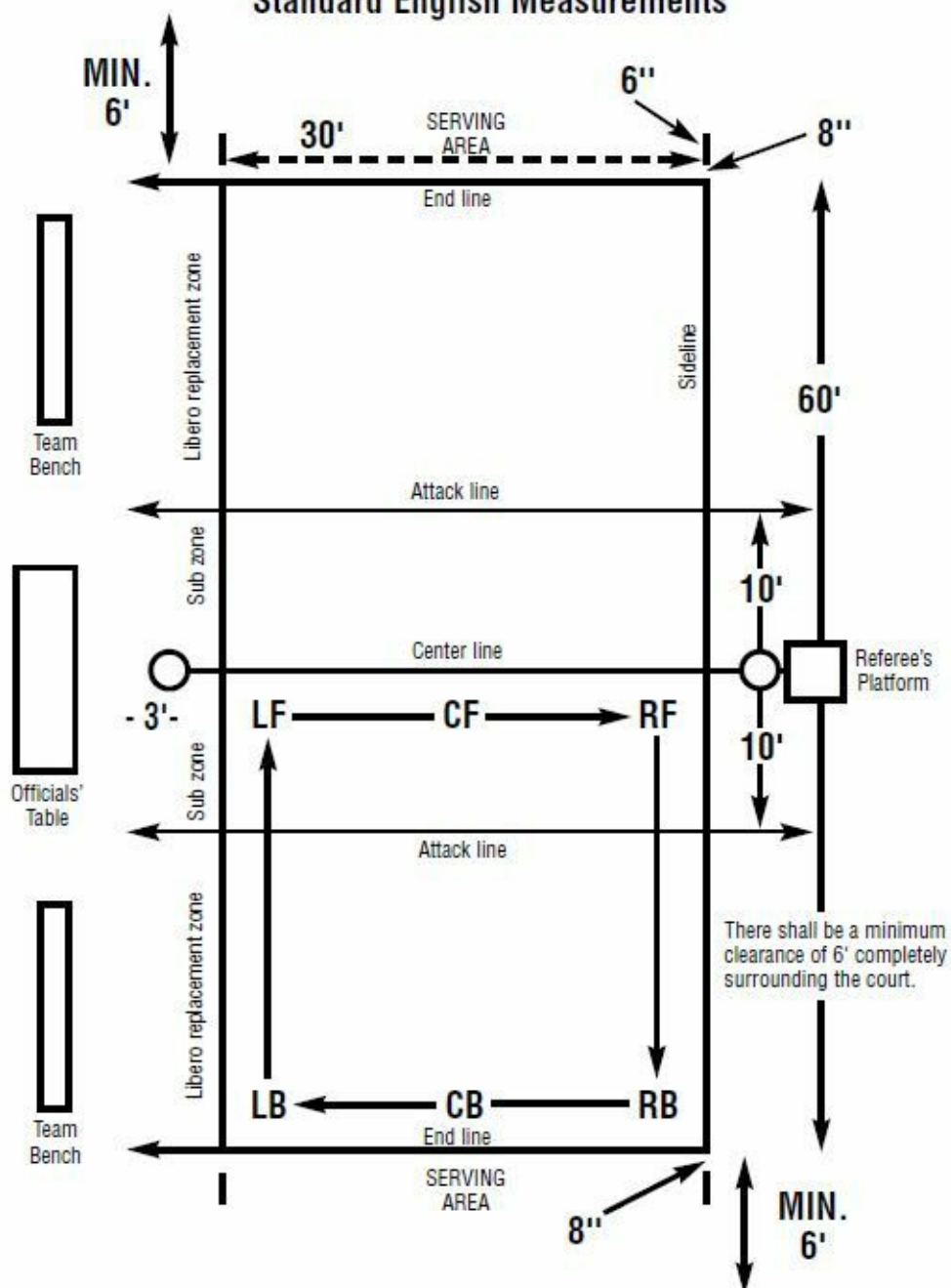
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New rules changes in this book are denoted with **highlights**.

COURT DIAGRAM

Standard English Measurements

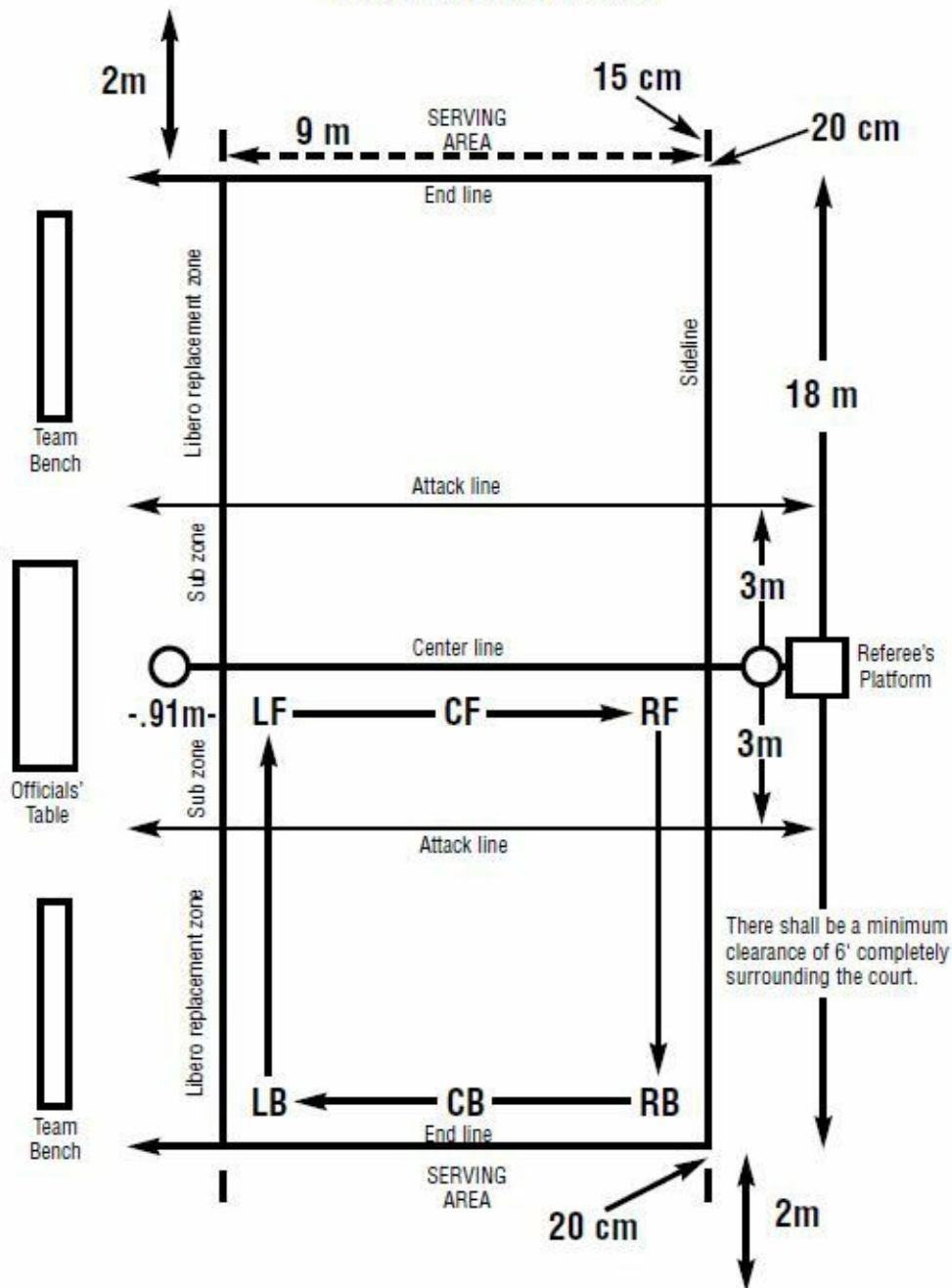


Note: Please refer to Rule 2-1 for specific rule requirements for the court and recommended ceiling height. (**Except as specifically stated in the rules**, information on court diagrams in this book is suggestive only; it is not required by NFHS rules. The construction and layout of all courts and fields used for high school competition are subject to any controlling laws and building codes, and to the sound judgment of the persons in charge of the facilities.)

Diagram 1

COURT DIAGRAM

Metric Measurements



Note: Please refer to Rule 2-1 for specific rule requirements for the court and recommended ceiling height.

Diagram 2

Rule 1 The Game

SECTION 1 DEFINITION

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

SECTION 2 MATCH

ART. 1 . . . A match shall consist of the best three-out-of-five sets. The first team to win three sets shall be the winner of the match. The fourth and fifth sets shall not be played unless it is necessary to determine the winner of the match.

NOTES:

1. By state high school association adoption, teams may play a best two-of-three set match in which a team is considered the winner of the match when it wins two sets. All sets shall be 25 points (no cap). The third set shall not be played unless it is necessary to determine the winner of the match. If a third set is necessary, a coin toss shall be conducted prior to that set.

2. By state high school association adoption, modification of match format is permitted for series other than dual varsity matches.

ART. 2 . . . A match shall entitle each team a maximum of two time-outs per set.

ART. 3 . . . The serve/receive for set No. 1 are determined by a coin toss conducted during the prematch conference. If a deciding set is required, the serve/receive and playing areas are also determined by a coin toss.

a. First set – During the prematch conference, a visiting team captain shall call the toss. The winner shall choose to serve or receive. The loser of the toss shall be given the remaining choice.

b. Deciding set – If necessary, prior to the deciding set, a home captain shall call the toss. The winner shall choose to serve/receive or the playing area. The loser of the toss shall be given the remaining choice.

SECTION 3 SCORING POINTS

ART. 1 . . . When a team commits a fault, the result is a loss of rally and the opponent shall receive a point.

ART. 2 . . . If the serving team wins the rally, it scores a point and continues to serve. If the receiving team wins the rally, it scores a point and gains the serve. Each time a team gains the serve, it must rotate one position clockwise before serving.

ART. 3 . . . A loss of rally/point is awarded each time a vacant position rotates to serve in the right back position. (Recorded on scoresheet as regular loss of rally/point.)

SECTION 4 THE SET

ART. 1 . . . The first four sets shall be 25 points (no cap), and a team must win by two points.

ART. 2 . . . The fifth and deciding set shall be 15 points (no cap), and a team must win by two points.

SECTION 5 TERMINATION OF SET

A team that has scored the required points and has at least a two-point advantage is the winner. If the leading team does not have a two-point advantage, play shall continue until one team has a two-point advantage (no cap).

SECTION 6 PREMATCH

ART. 1 . . . Upon entering the facility, the home team selects its team bench.

ART. 2 . . . Prior to timed warmups, a conference shall be conducted with the head coach and a captain(s) from each team.

ART. 3 . . . During the prematch conference, a coin toss shall be conducted between the captains and head coach of each team. A visiting captain shall call the toss. The winner shall choose either to serve or receive.

ART. 4 . . . A timed warm-up period shall be afforded each team.

SECTION 7 SUSPENSION

ART. 1 . . . A match may be suspended due to:

- a. Power failure;
- b. Host management failing to resolve a situation of an unruly spectator(s) in a reasonable amount of time; c. Other unforeseen circumstances.

It may be resumed from the point of suspension unless the state association determines otherwise. The score and lineup shall be the same when play is resumed as they were at the moment of suspension.

ART. 2 . . . Unless state association rules determine otherwise, a match shall be declared a forfeit when:

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

NOTE: School personnel refers to faculty or administrators unless defined otherwise by state association policy.

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

ART. 4 . . . Unless state association rules determine otherwise, a set shall be declared a forfeit when a team has fewer than six players to start the match. (See Rule [11-2-2](#) for requested time-outs.)

SECTION 8 MUSIC/SOUND EFFECTS/ARTIFICIAL NOISEMAKERS

The playing of music/sound effects shall only be permitted prior to the start of the set during warmups, time-outs, between sets and following the competition. The use of artificial noisemakers shall be prohibited.

Rule 2 The Court

SECTION 1 THE COURT AND MARKINGS

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

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

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

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

NOTE: A solid or shadow-bordered 2-inch (5 cm) wide center line is permissible. A shadow line is a line that designates the required 2-inch (5 cm) width by use of border or outline lines at least ¼-inch (.64 cm) wide, which shall be within the 2-inch (5 cm) width. Border lines that are the natural color of the court are permissible. The area within these lines need not be one color but the continuous 2-inch (5 cm) wide outline must be clearly visible to the officials. If the floor has a logo in the center of the court, that logo should not distract from the visibility of the center line.

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

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

Each serving area shall be a minimum of 6 feet (2 meters) in depth. In the event that such a space is not available, the serving area shall extend into the court to whatever distance necessary to provide the minimum depth and be so marked. (See [Diagrams 1 and 2.](#))

ART. 7 . . . The substitution zone is the area near the sideline between the attack line and the center line.

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

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

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

SECTION 2 PLAYABLE OVERHEAD OBSTRUCTIONS

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

ART. 2 . . . Cables, which are used to retract a ceiling-suspended net system and located only on one side of the net, are playable overhead obstructions.

SECTION 3 OUT OF BOUNDS

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

- a. Touches a wall, curtains serving as a wall, objects mounted flush with a wall, or objects on the floor outside the court without interfering with a player's legitimate effort to play the ball;
- b. Touches the floor completely outside the court's boundary lines, with no part of the ball in contact with the boundary line(s);
- c. Touches the net antennas above or within the net or does not pass over the net entirely between the net antennas;
- d. Touches the net cables or net not completely inside the antenna, net supports or first referee's platform;
- e. Touches a non-team member who is not interfering with a player's legitimate effort to play the ball;
- f. Touches the ceiling or overhead obstructions beyond the vertical plane of the net and its out-of-bounds extension;
- g. Touches or enters (from the direction of the court) a nonplayable area beyond the legal reach of a player, or adjacent courts scheduled for play;
- h. Touches any part of a backboard or its supports hanging in a vertical position, over a playable area if it is a served ball or, in the judgment of the referee, the ball would not have remained in play if the backboard had not been there.

PENALTY: Loss of rally/point is awarded to the opponent.

SECTION 4 RESTRICTED PLAY

ART. 1 . . . A referee shall stop play when:

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

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

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

PENALTIES:

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

SECTION 5 NON-TEAM MEMBERS

Non-team members include but are not limited to all authorized officials, media personnel (including equipment) and spectators located in playable areas.

Rule 3 Game Equipment

The NFHS does not perform scientific tests on any specific items of equipment to determine if the equipment poses undue risks to student-athletes, coaches, officials or spectators. Such determinations are the responsibility of equipment manufacturers.

SECTION 1 THE NET AND MARKINGS

ART. 1 . . . The net shall be 36 inches to 39 inches (1 meter) wide overall and at least 31'6" (9.5 meters) up to 33 feet (10 meters) in length when stretched. It shall consist of 4-inch-square (10 centimeters) mesh of at least No. 21 size dark, natural or synthetic cord. A plain white 2-inch (5 cm) to 2¾-inch wide double thickness of canvas or single thickness of durable synthetic material shall be sewn along the full length of the top of the net. A white net sleeve, no wider than 3/8 inches (8.6 cm) may be installed along the top of the net. It shall be secured so it does not affect the net height or interfere with play. It is permissible to place the school name, insignia, school mascot and/or advertising along the top of the net or net sleeve by way of a decal or professional printing.

Through the top shall run a 1/8 to 3/16-inch-diameter flexible steel cable (or aramid-type fiber cable no more than ¼-inch thick which is no heavier, has no more stretch and has at least as much tensile strength as the required steel cable). Through the bottom shall run a 1/8 to 3/16-inch-diameter flexible steel cable or a ¼-inch rope. Any exposed steel cable and/or metal tensioning device through the top and bottom of the net shall be covered. Through each side may be inserted a ½ to 1-inch-diameter wooden, metal or fiberglass rod which, when the net is installed, holds the sides perpendicular to the floor.

NOTES:

1. No markings are permitted on a side tape, vertical tape markers or other net supportive straps other than the manufacturer's name/logo/trademark or reference.
2. Net systems which do not have a cable/rope through the top or bottom of the net are legal provided they meet all other rule specifications, and the entire net remains taut at the specified net height.

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

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

- a. Standards must be padded to a minimum height of 5½ feet with at least 1-inch-thick, resilient, shock-absorbing material (such as polyethylene foam) to encase the uprights and all tensioning devices;
- b. Front and sides of first referee's platform must be padded in the same manner as the standards;
- c. Any guy cables or rigid braces must be padded to a minimum height of 5½ feet with at least ½-inch-thick resilient, shock-absorbing material.

PENALTY: When the host school does not pad the standards, floor/wall cables and first referee's platform according to Rule 3-1-3, the match shall not be played, and the state association shall be notified.

ART. 4 . . . Net placement shall be such that the net crosses the court midway between and parallel to the end lines. The height of the net shall be 7 feet, 4 1/8 inches (2.24 meters) for girls and 7 feet, 11 5/8 inches (2.43 meters) for boys measured at the center of the net. The net measured at the ends shall not exceed these heights by more than 3/4 inch (1.92 cm).

ART. 5 . . . Net antennas shall be attached to the net in line with the outside edge of the sideline and extend upward at least 2½ feet but no more than 3½ feet above the net. The antennas shall be fastened securely to the top and bottom of the net. They shall be of an unbreakable material no more than 3/8 inch in diameter with alternating 4-inch to 6-inch white and orange or red bands.

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

SECTION 2 THE BALL

ART. 1 . . . The volleyball shall be spherical with a laceless molded cover of 12 or more panels of genuine or simulated smooth leather (not suede). All panels of the ball shall be solid white or a maximum combination of three colors (with each panel being a solid color) and of which at least one-third of the panels shall be solid white. It shall measure at least 25 inches but no more than 27 inches in circumference, with a weight of 9-10 ounces when inflated with 4.3 - 4.6 pounds per square inch of air pressure.

ART. 2 . . . The home team shall provide competition volleyballs.

ART. 3 . . . The volleyball shall include the NFHS Authenticating Mark. The mark can be displayed in either format:



A current list of NFHS authenticated products can be found at www.nfhs.org, Authenticating Mark.

SECTION 3 THE SCORESHEET AND SCOREBOARD

ART. 1 . . . A scoresheet shall be supplied by the host team and kept at the officials' table from at least 20 minutes before the match and throughout the match. It shall provide adequate space for lineups, individual scoring, team scoring and time-outs. It also shall provide space in a Comments section for recording warnings, penalties and disqualifications for unsporting conduct; removal of a player who is rendered unconscious or apparently unconscious; exceptional substitutions, redesignation of libero and uniform/equipment violations.

The visiting team may maintain a second scoresheet at the officials' table, but that supplied by the host team is official unless the first referee determines otherwise.

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

SECTION 4 THE OFFICIALS' TABLE

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

SECTION 5 TEAM BENCHES

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

PENALTY: When game equipment, other than required padding, does not meet rule specifications, the match shall be conducted, and the improper conditions reported to the appropriate authority as determined by the state association.

Rule 4 Player Equipment and Uniform

The NFHS does not perform scientific tests on any specific items of equipment to determine if the equipment poses undue risks to student-athletes, coaches, officials or spectators. Such determinations are the responsibility of equipment manufacturers.

SECTION 1 EQUIPMENT AND ACCESSORIES

NOTES:

1. Prior to the match, head coaches shall verify with the first referee that all their players are legal and wearing legal uniforms and equipment.

2. Each state association may, in keeping with applicable laws, authorize exceptions to NFHS playing rules to provide reasonable accommodations to individual participants with disabilities and/or special needs, as well as those individuals with unique and extenuating circumstances. The accommodations should not fundamentally alter the sport, heighten risk to the athlete/others or place opponents at a disadvantage.

ART. 1 . . . A guard, cast or brace made of hard and unyielding leather, plaster, pliable (soft) plastic, metal or any other hard substance shall not be worn on the hand, finger, wrist or forearm, even though covered with soft padding.

ART. 2 . . . Hard and unyielding items (guards, casts, braces, etc.) on the elbow, upper arm or shoulder must be padded with a closed-cell, slow-recovery foam padding no less than ½-inch thick. An elbow brace shall not extend more than halfway down the forearm.

ART. 3 . . . Knee and ankle braces, which are unaltered from the manufacturer's original design/production, do not require any additional padding.

ART. 4 . . . Any equipment that in the judgment of the first referee increases a player's advantage or presents a safety concern is prohibited.

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

ART. 6 . . . Jewelry shall not be worn by players during warm-ups and/or competition.

a. Medical-alert medals are not considered jewelry and must be taped to the body and alert may be visible.

b. Religious medals are not considered jewelry and must be worn under the uniform and taped to the body.

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

PENALTIES:

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

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

made legal.

3. When a player wearing illegal equipment is discovered in the set, unnecessary delay shall be assessed the team. If the team has a time-out remaining, the player may remain in the set provided the illegal equipment is removed or made legal during the time-out period. If the team has no time-outs remaining, loss of rally/point shall be awarded the opponent. The player shall be removed unless the illegal equipment is removed or made legal immediately.

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

SECTION 2 LEGAL UNIFORM

ART. 1 . . . All teammates on a team, with the exception of the libero whose uniform shall meet the requirements of [4-2-2](#), shall wear a like-colored uniform top and bottom, one or two pieces:

a. Like-colored uniform top:

1. Bare-midriff tops are not allowed.
2. The uniform top must hang below or be tucked into the waistband of the uniform bottom when the player is standing upright.
3. Any visible garment (t-shirt, body suits and other similar garments) worn underneath the uniform top shall be unadorned and of a single, solid color that is similar in color to the predominant color of the uniform top.

b. Like-colored uniform bottom:

1. Multiple styles of uniform bottoms may be worn by teammates and may include: shorts, spandex, pants or skirts.
2. A visible undergarment may be worn under the uniform bottom. It must be unadorned and of a single, solid color similar to the predominant color of the uniform bottom and may extend below the uniform bottom.

c. Uniforms must be worn as the manufacturer intended.

d. Uniforms must be free of hard and unyielding items (buttons, zippers, snaps, fasteners, etc.).

e. A single, visible manufacturer's logo and/or single school name or insignia no more than 2 ¼ inches are permitted on each visible undergarment.

f. A single partial/whole manufacturer's logo/trademark/reference, no more than 2 ¼ square inches with no dimension more than 2 ¼ inches, is permitted on each piece of the uniform provided placement does not interfere with the visibility of the player's number.

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

ART. 2 . . . The libero shall wear a uniform top that is immediately recognized from all angles as being in clear contrast to and distinct from the other members of the team. The primary color of the libero's uniform top must be different from any color that appears on more than 25 percent of the body of teammates' uniform tops. In determining the body of the uniforms, the sleeves and collar should be ignored. The libero uniform shall have a legal number. The style and trim of the libero's uniform top may differ from teammates' uniforms, but the shorts must be like-colored to teammates.

NOTE: Beginning July 1, 2016, the libero shall wear a uniform top that is immediately recognized from all angles as being in clear contrast to and distinct from the other members of the team. The libero and/or his/her teammates shall wear a solid-colored uniform top. Regarding the solid-colored top:

- a. The solid-colored uniform top shall clearly contrast from the predominant color(s) of the teammates' uniform top. Predominant color(s) is the color(s) appearing on approximately half of the uniform.
- b. Sleeves shall be the same color as the body of the uniform top.
- c. Piping/trim not exceeding 1 inch in total at its widest point may be placed along the seams and may be a different color(s) than the uniform top.
- d. Lettering and collars may be different color(s) than the uniform top.
- e. A single school name, mascot and/or player's name may be placed on the body of the uniform top, but shall not disrupt the integrity of the solid-color uniform top. Designs are not permitted. A single mascot reference and/or school name may be placed on the sleeve(s), not to exceed either 4 by 4 inches or 3 by 5 inches.
- f. Numbers shall be a contrasting color to the uniform top and meet all other specifications in Rule [4-2-4](#).

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

ART. 4 . . . The number shall be:

- a. Permanent and clearly visible;
- b. Not more than two digits (00, 0-99);
- c. A plain, Arabic numeral of a solid color, where either the body of the number (measuring not less than $\frac{3}{4}$ inch in width at its narrowest point) or the surrounding solid color(s) of trim (a contrasting border not to exceed $\frac{1}{2}$ inch in width at its widest point) is a color that is in sharp contrast to the color of the uniform top. A shadow on part of the number not to exceed $\frac{1}{2}$ inch at its widest point is permitted but shall not be used to make the number clearly visible regardless of color;
- d. Located on the upper front and back of the uniform top;
- e. At least 4 inches tall on the front of the top and at least 6 inches tall on the back of the top;
- f. Placed so the top of the number on the front of the uniform is no more than 5 inches down from

the shoulder seam; or placed so the number is centered no more than 5 inches below the bottom edge of any neckline ribbing, placket or seams on the uniform top.

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

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

ART. 7 . . . Removal of any part of the uniform, excluding shoes, while in the playing area is unsporting conduct.

PENALTIES:

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

2. When a player wearing an illegal uniform is discovered in the set, unnecessary delay shall be assessed to the team. If the team has a time-out remaining, the player may remain in the set provided the illegal uniform is replaced or made legal during the time-out period. If the team has no time-outs remaining, a loss of rally/point shall be awarded to the opponent. The player shall be removed unless the illegal uniform is replaced or made legal immediately.

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

4. When a team cannot begin the match with six players wearing legal uniforms, a loss of rally/point shall be awarded to the opponent at the beginning of the match, and the state association shall be notified.

Rule 5 Officials: Responsibilities and Positions

SECTION 1 AUTHORIZED OFFICIALS

ART. 1 . . . The match is administered by the first referee and the second referee. Assistant officials include scorer, libero tracker, timer and line judges. All authorized officials shall be secured by the host school.

NOTE: Line judges, unless determined otherwise by state association policy, shall be provided by the host school.

ART. 2 . . . The first referee and second referee shall have the authority to make decisions about infractions of the rules committed. The use of replay, any monitoring or electronic device by the referees to make decisions related to the set is prohibited.

ART. 3 . . . Jurisdiction of the referees begins upon their arrival on the floor and extends through the second referee's verification of the final score of the match. The referees' retain clerical authority over the contest through the completion of any reports, including those imposing disqualifications, that are responsive to actions occurring while the referees had jurisdiction. State associations may intercede in the event of unusual incidents that occur before, during or after the referees' jurisdiction has ended or in the event that a contest is terminated prior to the conclusion of regulation play.

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

SECTION 2 OFFICIALS HAND SIGNALS MECHANICS

NOTE: This section serves as guidance to the referees' mechanics and shall not be considered as a game-playing rule and subject to any review under Rules [11-3-1,2](#) and [3](#).

ART. 1 . . . After a referee whistles to signal the end of the rally, that referee indicates the decision with the official hand signals.

a. If the fault is whistled by the first referee, he or she indicates the result of the play (point or replay) followed by the nature of the fault. The second referee mirrors the first referee's signals.

Exception: The second referee does not mirror the signal for a net serve.

b. If a fault is whistled by the second referee, he or she will indicate the nature of the fault and the player at fault, if necessary. The first referee, if in agreement, will then indicate the result of the play (point or replay), followed by the player at fault, if necessary; the second referee will mirror the signal of point or replay.

ART. 2 . . . When a double fault occurs, either referee indicates the nature of the faults and, if necessary, the players at fault. The first referee then indicates the result of the play ([9-7-2](#), [Pen. 2](#)), which is mirrored by the second referee.

SECTION 3 OFFICIALS UNIFORM AND EQUIPMENT

ART. 1 . . . The officials uniform shall be:

- a. An all-white, short-sleeved collared polo shirt;
- b. Black slacks;
- c. Solid black athletic shoes and black socks.

NOTES:

1. When a state association must deal with extreme heat, humidity and concern for the officials working in these conditions, the individual state association may make a temporary adjustment and permit the wearing of black shorts to address heat-related issues.

2. The state association may make a temporary adjustment in the officials' uniform to permit the wearing of a long-sleeved, all-white collared polo shirt or sweater to address cold conditions within competition facilities.

ART. 2 . . . Referees equipment shall include:

- a. For the first referee, a whistle, a set of yellow and red cards, a coin and a watch.
- b. For the second referee, a whistle, lineup "card," a pen/pencil, a set of yellow and red cards, a coin and a watch.

NOTE: It is recommended that whistles be black.

SECTION 4 FIRST REFEREE RESPONSIBILITIES

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

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

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

ART. 3 . . . During the Set:

- a. The first referee is the head official who shall:
 1. Have general supervision of officials;
 2. Make decisions on matters not specifically covered by the rules;
 3. Make the final decision when there is disagreement between officials;
 4. In the spirit of good sporting conduct, promptly handle any unexpected situation.

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

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

c. The first referee shall:

1. Whistle and direct only starting players to their respective end lines prior to the first set only; then again to direct them onto the court to begin play;
2. Whistle for each serve and dead ball;
3. Recognize requests for time-out or substitution, if necessary;
4. Give a visible signal for each loss of rally/point, serve, violation, penalty, replay/re-serve, end-of-set and change of courts as shown and described in the officiating manual, and give verbal clarification when necessary;
5. Signal at the completion of each charged time-out, how many time-outs each team has used;
6. Determine illegal hits;
7. Determine the alignment of players on the serving team at the moment of the serve;
8. Determine screening by players on the serving team at the moment of the serve;
9. Determine net faults;
10. Determine violations in the serving area;
11. Determine back-row player faults;
12. Determine double faults;
13. Determine the number of hits by a player and team;
14. Determine ball in play and dead ball;
15. Determine loss of rally/point;
16. Grant time-outs, substitutions and requests for serving order;
17. Whistle when both teams are ready for play prior to 60 seconds expiring and while the second referee is still checking the scoresheet;
18. Call an injury time-out when a player exhibits signs, symptoms or behaviors consistent with a concussion (see Rule [10-3-5](#));
19. Administer cards for misconduct by players, coaches or team members, and inform them of such actions;
20. Notify (or request the second referee to notify) the appropriate coach of reason for any disqualification;

21. Whistle and signal “end-of-set” directing players to their respective team benches ([5-4-4b, c, d](#));

22. Visually confirm the score of each set with the second referee, then whistle and direct teams to the appropriate team benches.

ART. 4 . . . Court Protocol:

a. At the end of the timed warmup period and prematch ceremonies, the officials shall take their positions on the court. The first referee whistles and directs the starting players to their respective end lines. When all officials are ready, the first referee whistles and signals the players onto the playing court. Then the second referee checks the lineups for each team.

b. At the end of the set, the first referee shall whistle and signal “end-of-set.” The first referee then whistles and directs the teams to change courts or move to the appropriate team benches. The timer begins timing the three-minute interval between sets with the first referee’s second whistle directing teams to their team benches.

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

d. Prior to a deciding set, the first referee:

1. Whistles, signals the end-of-set and directs the teams to their benches.

2. The second referee double whistles and raises coin in the air to signal the captains to go near the officials’ table for the deciding set coin toss. The home team calls the toss.

3. Upon completion of the deciding set coin toss, 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 own sides or change courts.

4. The first referee whistles and gives the appropriate signal indicating whether the teams will remain on their current sides or will change courts.

e. At the end of the match, the first referee shall whistle, give the end-of-set signal, then whistle and release the players. The second referee then verifies the score by initialing the scoresheet. The match becomes official when the scoresheet is initialed, and no change of score shall be allowed thereafter.

SECTION 5 SECOND REFEREE RESPONSIBILITIES

ART. 1 . . . Prematch — The second referee shall:

- a. Be in uniform at the site of the match no less than 30 minutes before the starting time;
- b. Assist the first referee in prematch duties, and supervise the placement of the officials' table and team benches; c. Review specific duties and responsibilities with the scorer, libero tracker and timer;
- d. Verify the starting lineups have been entered correctly on the official scoresheet.

NOTE: The second referee has the sole responsibility to record both teams in starting floor position on his/her lineup card. The lineups submitted to the scorer from each coach are in serve order.

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

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

ART. 3 . . . During the set:

- a. The second referee shall assist the first referee by ruling upon situations which are clearly out of the first referee's view. If assistance is provided, it should be done so with a visual, informal signal.
- b. The second referee's specific responsibilities shall be to:
 1. Whistle and give the signal for calls initiated by the second referee including time-out, substitutions and ball out of bounds for an antenna fault on second referee's side of the net;
 2. Mirror the first referee's signal for each loss of rally/point, violation, replay/re-serve or end of set;
 3. Assist the first referee by making sure a whistle is blown for each dead ball;
 4. Determine the alignment of players on the receiving team at the moment of the serve;
 5. Determine net faults on both sides of the net;
 6. Determine hand/foot faults at the center line;
 7. Determine back-row player faults;
 8. Control the entry of substitutes onto the playing area;

9. Check the lineup of each team from the lineup card prior to each set. Once verified, the libero may enter the set;
10. Manage illegal replacements;
11. Grant time-outs, substitutions and requests for serving order;
12. Whistle to end a time-out only if the audio signal has not sounded and both teams are ready to play prior to 60 seconds expiring;
13. In coordination with the timer, time 30 seconds for an injury/illness;
14. Signal at the beginning and at the completion of a charged time-out, how many time-outs each team has used;
15. Notify the coach when a team uses its 15th, 16th, 17th and 18th substitution;
16. Check the scoresheet for accuracy during each time-out and at the end of each set;
17. Verify and confirm, using the informal signal, to the first referee that the 24th point has been scored (14th point in the fifth set.);
18. Initial the scoresheet after each set and for verification of the match results;
19. Determine, then notify first referee of unsporting conduct violations by players, coaches or other team personnel;
20. Confirm with the scorer illegal player equipment or uniform and warnings, penalties and disqualifications for unsporting conduct scorer;
21. Notify appropriate coach of reason for disqualification;
22. In the absence of a timer, time time-outs and intervals between sets;
23. Conduct the coin toss prior to the deciding set.

SECTION 6 SCORER RESPONSIBILITIES

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

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

ART. 2 . . . Position – The official scorer shall be seated at the officials' table between the libero tracker and the official timer.

ART. 3 . . . During the set, the official scorer shall:

- a. Record individual and team scoring, and supervise the operation of the visual scoring device;
- b. Notify the second referee during the first dead ball when there is a discrepancy with the score;
- c. Verify the serving order to the first referee or second referee;
- d. Provide the proper serving order upon request of the first referee or second referee during a dead ball; e. Sound the audio device at the time the ball is contacted for the serve when there is an improper server; f. Keep a record of time-outs charged to each team, and notify the second referee how many time-outs each team has used at the completion of each team time-out; g. Record in the Comments section of the scoresheet all warnings, penalties and disqualifications for unsporting conduct violations; notify the second referee of any previous unsporting conduct violations recorded for the same individual; h. Record in the Comments section of the scoresheet all uniform/ equipment violations and notify the second referee of any previous violations recorded for the same team; i. Record in the Comments section of the scoresheet when a player is removed from the set under concussion management; j. Record in the Comments section of the scoresheet the number of any player replaced by exceptional substitution and a redesignated libero; k. Notify the second referee when a team has requested an illegal time-out;
- l. Record each substitution as it is reported by the second referee. Immediately notify the second referee if a substitution is a request for a:

- 1. 15th, 16th, 17th or 18th substitution;
- 2. 19th entry (illegal);
- 3. Re-entry in wrong service position;
- 4. Re-entry of a disqualified player;
- 5. Re-entry of an injured/ill player during the same set in which he/she was replaced by

exceptional substitution;

6. Player not listed on the roster.

m. Not count an illegal substitution as one of the 18 entries allowed per team;

n. Notify the second referee when a team reaches set point.

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

SECTION 7 LIBERO TRACKER RESPONSIBILITIES

ART. 1 . . . Prematch – The libero tracker shall:

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

ART. 2 . . . Position – The libero tracker shall be seated at the officials table next to the official scorer.

ART. 3 . . . During the set, the libero tracker shall:

- a. Record libero replacements and substitutions;
- b. At the beginning of each time-out, inform the second referee of each team's libero status;
- c. Notify the second referee during the first dead ball when there is a discrepancy with a replacement; d. Notify the second referee if the libero does not remain out of the set for one rally between replacements, unless the libero is replacing the player in the right back position and will serve the next rally; e. Notify the scorer to sound the audio device at the time the ball is contacted for the serve when there is an illegal replacement.

SECTION 8 TIMER RESPONSIBILITIES

ART. 1 . . . Prematch — The official timer shall:

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

ART. 2 . . . Position:

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

ART. 3 . . . During the set, the official timer shall:

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

SECTION 9 LINE JUDGES RESPONSIBILITIES

ART. 1 . . . Prematch – Line judges shall:

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

ART. 2 . . . Position – Line judges shall:

- a. Stand near the intersection of the left sideline and the end line, and move so they have a clear view of both the end line and the sideline;

NOTE: If the server serves from the left third of the service area, the line judge on the serving team's side shall move directly back and in line with the extension of the sideline or, if directed by the first referee, to the side and in line with the extension of the end line until the ball is contacted for serve. Then the line judge quickly moves back into position at the intersection of the end line and left sideline.

- b. Hold the same positions relative to the court throughout the match;
- c. Stand at the intersection of the attack line and sideline, on their respective side of the court, nearest the first referee during time-outs. The line judge on the serving team's side of the net shall hold the game ball; d. Have a designated neutral area where they can be seated between sets.

ART. 3 . . . During the set, each line judge shall assist the first referee and second referee by:

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

ART. 4 . . . Flags shall be used by line judges for signals, unless determined by the state association to use hand signals.

NOTE: The flags should be red in color and of a recommended size of approximately 12 inches by 12 inches to approximately 16 inches by 16 inches. The flag and hand grip should be securely affixed to the pole.

Rule 6 The Team: Composition and Positions

SECTION 1 TEAM MEMBERS

Team members consist of all school representatives located in the team bench area, including but not limited to coaches, teammates, managers, certified athletic trainers and the players.

SECTION 2 PLAYERS

ART. 1 . . . All players on the same team in uniform are teammates. Players are the teammates currently located on the court. A team shall consist of six players to begin the first set of the match. If a team has fewer than six players to begin the match, a forfeit shall be declared unless state association rules determine otherwise. (See Rule [11-2-2](#) for time-outs.) **ART. 2 . . .** If a team has fewer than six eligible players due to illness, injury or disqualification after the start of a match, it shall continue play. (See Rule [1-3-3](#))

SECTION 3 THE CAPTAIN

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

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

- a. Time-out;
- b. Verification of time-outs used; c. Verification of serving order.

The playing captain may request verification of the proper server for the opponent, and, if a signal is missed, ask the first referee to repeat the call.

SECTION 4 PLAYER POSITIONS

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

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

The libero, when used:

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

ART. 3 . . . At the moment of serve:

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

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

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

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

PENALTIES: 1. For illegal alignment, loss of rally/point is awarded to the opponent for:

- a. **Overlapping by players other than the server at the moment a legal serve occurs; b. Positioning, at the moment of a legal serve, of any player, other than the server, outside the boundaries of the playing area.**

2. For an improper server or illegal replacement found in the set, loss of rally shall be awarded

as soon as the improper server or illegal replacement is discovered and verified.

- a. When an improper server is discovered prior to the contact of the first serve by the opposing team, all points earned by the improper server shall be canceled.**
- b. When an improper server is not discovered until after the serve has alternated and the first serve has been contacted, there shall be no cancellation of points, and no penalty is assessed.**
- c. Proper serving order as written in the scoresheet shall be regained immediately.**

SECTION 5 SCREENING

ART. 1 . . . Players on the serving team shall not take action to prevent receivers from seeing the contact of the serve or the path of the served ball.

ART. 2 . . . Potential screens exist, but are not limited to:

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

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

Rule 7 Roster and Lineup

SECTION 1 ROSTER AND LINEUP

ART. 1 . . . Roster:

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

Penalties:

- 1. Failure to submit to the scorer no later than 10 minutes before the end of timed prematch warmup, a written, accurate roster including teammates' names and uniform numbers results in a loss of rally/point being awarded the opponent when the inaccuracy is discovered. The roster shall be corrected.**
- 2. Failure to list on the roster a player/substitute entering the set results in a loss of rally/point being awarded the opponent. The player/substitute may enter the set after the roster is corrected.**

NOTE: When a player's number changes because the player must change a uniform with blood on it, the roster is corrected and no penalty is assessed. (See [11-4-3](#))

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

Thereafter, the written lineup shall not be changed except between sets of a match (no later than one minute remaining in the timed interval), for a legal substitution prior to the start of the set, or to replace a starting player who is injured/ill prior to the start of the set.

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

ART. 4 . . . No later than two minutes following each set, a coach from each team shall submit a written, accurate numeric lineup in proper serving order to the scorer.

PENALTIES:

- 1. Failure to submit to the scorer no later than two minutes prior to the end of timed prematch warmup, a written, accurate numeric lineup results in a loss of rally/point being awarded to the opponent at the start of that set.**
- 2. Failure to submit a complete and written, accurate numeric lineup to the scorer no later than two minutes after the end of the previous set results in a loss of rally/point being awarded to the opponent at the start of the next set.**

Rule 8 The Serve

SECTION 1 DEFINITION

ART. 1 . . . A serve is contact with the ball to initiate play. The server shall hit the ball with one hand, fist or arm while the ball is held, or after it is released by the server. The ball shall be contacted within five seconds after the first referee's signal to serve. A serve contacting and crossing the net shall remain in play provided the ball is entirely within the net antennas.

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

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

ART. 4 . . . For teams with fewer than six players, each time a vacant position rotates to serve in the right back position, a loss of rally/point is awarded to the opponent.

ART. 5 . . . A player's term of service begins when the player assumes the right back position as the server and ends when a loss of rally is awarded or a substitution for the player is made prior to the end of the team's term of service. Each player may have only one re-serve during a team's term of service.

ART. 6 . . . A re-serve shall be called when the server releases the ball for service, then catches it or drops it to the floor. The first referee shall cancel the serve and direct a second and last attempt at serve. The server is allowed a new five seconds for the re-serve.

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

SECTION 2 GENERAL

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

ART. 2 . . . A team continues serving until it loses the rally or the set ends.

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

ART. 4 . . . The team not serving first in the previous set of a match shall serve first in the next set. For a deciding set, the first serve is determined by the coin toss.

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

- a. Hits the ball illegally; ([Signal 3, Illegal Hit](#)) b. Is touching the end line or the floor outside the serving area when the ball is contacted; ([Signal 2, Line Violation](#)) c. Does not contact the ball to serve within five seconds; ([Signal 4, Delay of Service](#))
- d. Is out of serving order or is from the wrong team; ([Signal 1, Illegal Alignment/Improper Server/Inaccurate Lineup; 6-4-3, PENALTY 2](#)) e. Deliberately serves before the first referee's signal to begin the serve; ([Unsporting Conduct](#)) f. Releases the ball for service, then catches it or drops it to the floor more than once during one term of service. ([Signal 3, Illegal Hit](#))

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

- a. Does not legally cross the net, such as when the ball:
 - 1. Passes under the net; ([Signal 6, Net Fault or Net Serve](#))
 - 2. Touches one of the server's teammates; ([Signal 6, Net Fault or Net Serve](#))
 - 3. Touches the floor on the server's side of the net. ([Signal 6, Net Fault or Net Serve](#))
- b. Crosses the net not entirely between the net antennas, or lands out of bounds; ([Signal 14, Out of bounds](#)) c. Touches the ceiling or any obstruction. ([Signal 14, Out of bounds](#))

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

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

PENALTIES: 1. For an illegal serve, a service fault, or the receiving team being out of position when there is an illegal serve, loss of rally/point is awarded to the receiving team.

2. For the receiving team being out of position when there is a service fault, a point is awarded to the serving team.

3. For the server having a second re-serve during the team's term of service, a loss of rally/point is awarded to the receiving team.

Rule 9 During Play

SECTION 1 TEAM BENCHES

ART. 1 . . . All nonplaying team members shall be seated on the designated team bench during the set. The head coach may stand during the set in the replacement zone, subject to Rule [12-2-6](#).

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

NOTE: By state association adoption, teams may remain on the same benches throughout the match.

SECTION 2 COURT PROTOCOL

ART. 1 . . . A team may use electronic devices during the match:

- a. The location and use of the device(s) shall not be in a restricted area as determined by host management.
- b. The first referee may restrict the use of the device(s) if it is determined the device(s) interferes with the contest.

NOTE: State associations may also have policies in place to further address the use of electronic devices.

ART. 2 . . . For sets two, three and four in a five-set match, teams shall change playing areas and benches immediately when directed by the first referee unless state association rules determine otherwise.

NOTE: In a three-set match, teams shall change playing areas and benches for set two.

ART. 3 . . . After each set,

- a. When directed to do so by the first referee, the players proceed immediately to change courts or to their respective team benches.
- b. When directed by the first referee to change courts, the teams shall proceed immediately to their new team benches and the players shall proceed counterclockwise along the sideline past the standard to their new team benches.
- c. When directed by the first referee following the coin toss for a deciding set, the teams shall remain at their respective team benches or shall change courts immediately, as signaled by the first referee.

PENALTY: For delay in following the court protocol procedures (See [5-4-4](#)), unnecessary delay or an unsporting conduct penalty may be assessed.

SECTION 3 LIVE AND DEAD BALLS

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

ART. 2 . . . A dead ball is declared by a referee for any decision temporarily suspending play until the ball is legally contacted again for the serve.

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

- a. The ball touches the net antennas or does not pass entirely between the net antennas and passes completely beyond the plane of the center line extension; b. The ball lands out of bounds; (See [2-3-1](#))
- c. The ball contacts the ceiling or an overhead obstruction and is not legally played next by the offending team; d. The ball contacts the ceiling or an overhead obstruction after the third hit; e. The ball contacts a wall or ceiling obstruction which is over a nonplayable area;
- f. The ball becomes motionless in the net or on an overhead obstruction;
- g. The ball touches the floor;
- h. The ball passes completely under the net;
- i. The ball contacts a non-team member in a playable area;
- j. The ball (from the direction of the court) breaks the plane of a nonplayable area and goes beyond the legal reach of a player; k. A referee's whistle sounds;
- l. In the referee's judgment, a timer's audio signal interrupts play.

SECTION 4 CONTACTING THE BALL

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

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

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

ART. 4 . . . A ball is considered to have crossed the net when:

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

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

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

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

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

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

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

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

PENALTIES:

- 1. Loss of rally/point is awarded to the opponent when a team has more than three hits.**
- 2. Loss of rally/point is awarded to the opponent when there is any illegal contact, illegal successive contacts and/or illegal multiple contacts of the ball.**

SECTION 5 PLAYER ACTIONS

ART. 1 . . . Definitions

- a. Pass – A play in which the ball is hit into the air so another player can get into position to contact the ball.
 - 1. Forearm pass – a controlled skill, generally used as a team's first hit, in which the ball rebounds from the forearms of the receiver to a teammate.
 - 2. Overhead pass (setting action) – two-hand finger action directing the ball.
 - 3. Set – two (or one)-hand finger action directing the ball to an attacker.
 - 4. Dig – an underhand or overhead defensive saving skill in which the ball is contacted by the forearms, fists or hands.
- b. Attack – Any action other than a block or a serve that directs the ball toward the opponent's court. A team's third hit is always considered an attack. A completed attack occurs the instant the ball completely crosses the vertical plane of the net, or is legally contacted.
 - 1. Spike – an attack play in which the ball is forcibly hit into the opponent's court with a one-hand overhead motion.
 - 2. Tip – a fingertip attack on the ball which directs the ball into the opponent's court.
 - 3. Dump – a fingertip attack most commonly used by a setter on the second hit to direct the ball into the opponent's court.
 - 4. Overhead pass – two-hand finger action directing the ball over the net.
- c. Block – the action of a player(s) close to the net that deflects the ball coming from the opponent by reaching higher than the top of the net at the moment of contact. A block may involve wrist action provided there is no prolonged contact.
 - 1. Block attempt – the action of blocking without touching the ball. An attempt to block does not constitute a block.
 - 2. Completed block – when the ball is touched by a blocker. Only front-row players are permitted to complete a block.
 - 3. Collective block – a block executed by more than one blocker in close proximity. It is completed when one of the players touches the ball. It is a blocking fault if a back-row player or libero participates in a completed collective block.

NOTE: If a player near the net is reaching above the height of the net and opponents legally cause the ball to contact him/her, the player is considered to be a blocker. A back-row player attempting to play a ball in the space directly above the net is considered an illegal blocker if the ball is attacked or

blocked by an opponent into the back-row player while the player is reaching above the height of the net (including simultaneous contact).

ART. 2 . . . Front-row players may contact the ball from any position inside or outside the court provided the ball has not completely crossed the vertical plane of the net or the net extended. (See [9-5-7](#), [8](#)) **ART. 3 . . .** Back-row players, while positioned behind the attack line, may contact the ball from any position inside or outside the court above or below the top of the net.

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

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

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

NOTE: An illegal back-row attack shall not be called until the ball has completely crossed the net or is contacted by the opponent. ([9-4-4](#)) **ART. 6 . . .** A libero shall not:

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

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

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

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

PENALTY: Loss of rally/point is awarded to the opponent for an illegal hit, center line violation or back-row player fault.

SECTION 6 NET PLAY

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

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

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

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

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

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

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

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

ART. 7 . . . A net fault occurs while the ball is in play and:

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

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

SECTION 7 FAULTS

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

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

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

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

ART. 5 . . . A double hit occurs when a player's successive or multiple contacts are illegal. ([9-4-7](#), [9-4-8](#)) **ART. 6 . . .** A foot fault occurs when a player violates the serving area or center line restrictions. ([8-1-2](#), [9-5-2](#), [9-5-7](#)) **PENALTIES:**

1. For a single fault, e.g., double hit or foot fault, loss of rally/point is awarded to the opponent.

2. For a double fault during a:

a. Live-ball play, a replay is called;

b. Dead ball, the penalty is assessed against the serving team followed by the receiving team with both teams rotating.

3. For a multiple fault, only one penalty is assessed (loss of rally/point or a charged timeout).

4. For a simultaneous fault during a:

a. Live-ball play, only one penalty is assessed;

b. Dead ball, all applicable penalties are assessed.

SECTION 8 REPLAY

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

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

SECTION 9 UNNECESSARY DELAY

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

- a. A team is not immediately ready to start play when indicated by a referee;
- b. Delay results from a substitute attempting to enter or when a player in the set is wearing illegal equipment/uniform; c. A coach/captain makes excessive requests for the serving order;
- d. A team delays substitution;
- e. An illegal substitute attempts to enter the set;
- f. An illegal replacement attempts to enter the set (illegal alignment once signal for serve is initiated); g. A team repeatedly uses improper substitution procedure;
- h. A coach does not make a decision about an injured player within 30 seconds (See [11-4-1](#)); i. A delay is caused by cleaning up liquid or other substance used by a team(s) during a timeout;
- j. A team does not confer in the team's bench or court area during a timeout;
- k. A team requests a timeout in a set after it has taken its allotted timeouts;
- l. The libero enters the court outside the libero replacement zone.

PENALTY: For a coach, player, substitute or team charged with unnecessary delay, a timeout shall be assessed and the 60 seconds given. If the team has used two timeouts, loss of rally/point is awarded to the opponent and the set is resumed immediately.

Rule 10 Substitution and Libero Replacement

SECTION 1 SUBSTITUTION REQUESTS

ART. 1 . . . A substitution is the exchange of at least one player in the set by a teammate (substitute) who is listed on the roster.

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

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

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

ART. 4 . . . Substitution requests prior to the start of the set shall be permitted and shall be recorded as a regular substitution in that set. In case of an injury or illness to a starting player, a lineup change may be made, and no entry shall be charged to the team.

SECTION 2 PROCEDURE FOR SUBSTITUTION

ART. 1 . . . To request a substitution:

- a. The head coach may visually signal (#16) to the referees that substitution is desired, or
- b. The substitute may enter the substitution zone.

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

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

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

ART. 4 . . . The player and substitute shall remain in the substitution zone until the second referee releases them. ([Signal 17](#))

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

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

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

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

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

- a. Coach:

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

2. Withdraws a substitution request after it has been recognized.

b. Substitute fails to immediately:

1. Report to the second referee after substitution request is recognized;

2. Enter the court when indicated by the second referee.

c. Substitution includes more than one substitute from a team, and multiple substitutes do not report (one at a time) to the substitution zone ready to enter the set once the preceding substitute has been released to enter the court.

PENALTIES:

1. Unnecessary delay is charged to the offending team when a:

a. Substitution is delayed;

b. Substitution is denied by the second referee after the request has been recognized because the substitute is illegal; or is wearing illegal equipment or an illegal uniform;

c. Team repeatedly uses improper substitution.

2. After a team is charged with unnecessary delay:

a. The coach may withdraw the request;

b. For illegal substitution, substitution is allowed after corrections are made, if there is no further delay of the set.

SECTION 3 SUBSTITUTES

ART. 1 . . . The position of the substitute shall be that of the player replaced without changing the serving order as recorded on the scoresheet.

ART. 2 . . . A team is allowed a maximum of 18 substitutions per set. Each player is allowed unlimited entries within the team limit. Starting the set does not count as a substitution. An illegal substitution does not count as an entry provided the illegal substitute is removed from the court.

ART. 3 . . . A re-entering player shall not return to the set during the same dead ball in which the player was replaced. The re-entering player shall assume the original position in the serving order in relation to other teammates.

ART. 4 . . . An injured/ill player who is legally replaced may re-enter the set.

ART. 5 . . . Any athlete who exhibits signs, symptoms, or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion, or balance problems) shall be immediately removed from the contest and shall not return to play until cleared by an appropriate health-care professional. (Please see [NFHS Suggested Guidelines for Management of Concussion](#)).

ART. 6 . . . When teams have exhausted their 18 team substitutions or when no legal substitutes are available, an exceptional substitution is permitted only for an injured/ill player in the following priority:

- a. By a teammate who has never played in the set or a player who has played in that position earlier in the set;
- b. By any legal teammate on the bench, regardless of previous position played. An injured/ill player replaced by an exceptional substitution may not re-enter a set in which the exceptional substitution takes place. A team may not play with fewer than six players if there is a legal substitute (including an exceptional substitution) available;
- c. An exceptional substitution is counted as a team substitution if the team has not exhausted its 18 team substitutions.

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

- a. Is in the set without following the required substitution procedure;
- b. Is not listed on the roster;
- c. Re-enters or attempts to re-enter the set:
 1. During the same dead ball;
 2. In which the substitute was previously replaced by exceptional substitution procedure;
 3. As a 19th substitution;

4. Without assuming the original position in the serving order as recorded on the scoresheet (except for an exceptional substitution).

PENALTIES:

1. Unnecessary delay is charged to the offending team when an illegal substitute attempts to enter the set. Illegal alignment is charged to the offending team when an illegal substitute is identified in the set after the whistle/signal for serve and results in a loss of rally/point.
2. For the serving team, any points known to have been scored during a term of service in which an illegal substitute is discovered in the set shall be canceled.
3. For the receiving team prior to the contact of the serve by the opposing team, all points earned during the previous term of service by the violating team while the illegal substitute was in the set, shall be canceled.
4. After the serve has alternated and the first serve is contacted, there shall be no cancellation of points.

In all cases, the illegal substitute must enter legally or be replaced by a legal player.

SECTION 4 LIBERO REPLACEMENT

ART. 1 . . . Procedures for libero replacement:

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

ART. 2 . . . Replacements may only take place:

- a. At the start of each set after the starting lineup has been checked;
- b. After the end of a rally;
- c. While the ball is out of play and prior to the whistle and signal for serve;
- d. After a time-out, once all players have returned to the court, provided the replacement sits out one rally/dead ball.

ART. 3 . . . Libero redesignation and disqualifications:

- a. Injury substitution – If the libero is injured and cannot continue play, he/she must first be replaced by the player whom he/she replaced. A new libero may then be redesignated using the following criteria:
 1. Redesignation does not need to occur immediately after the injury and replacement, but may occur at the discretion of the coach(es);
 2. Any substitute may be designated as the libero for the injured libero. The injured libero may not play in the remainder of that set;
 3. The player redesignated as the libero must wear a libero uniform and must remain the libero for the remainder of the set. The redesignated libero's uniform must have a unique number (not worn by any teammate).
- b. Exceptional substitution – The libero may be used as an exceptional substitution for another injured player if no other possible substitute exists. When no longer playing as a libero, that

player must wear the same uniform as the teammates and the team continues play with no libero.

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

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

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

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

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

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

ART. 5 . . . Libero serving:

a. The libero will be allowed to serve in one position in the service order;

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

PENALTIES:

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

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

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

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

Rule 11 Time-Outs and Intermission

SECTION 1 DEFINITIONS

ART. 1 . . . Charged time-outs are those requested by a team or charged to a team by the first referee or second referee.

ART. 2 . . . Referees' time-outs are those taken by referees for any reason they deem necessary and are not charged to either team.

SECTION 2 GENERAL

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

ART. 2 . . . A time-out requested prior to the start of the set shall be honored.

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

NOTE: State associations may determine the number, length and protocol of electronic media time-outs for matches that are transmitted and may reduce the number of charged time-outs when there are scheduled electronic media time-outs.

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

PENALTIES:

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

SECTION 3 REVIEWING DECISIONS

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

ART. 2 . . . Electronic devices shall not be used for any review of a referee's decision.

ART. 3 . . . Decisions based on the judgment of the referee(s) are final and not subject to review.

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

SECTION 4 INJURY

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

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

The set shall resume with a replay.

NOTES:

1. If the decision is made to substitute for the injured player, the team shall be allowed the necessary time to safely move the player from the court.
2. If a coach does not make a decision within 30 seconds, an unnecessary delay is charged.

ART. 2 . . . In the case of a team having an injured/ill player who is unable to play at the end of an official's time-out regarding injury/illness and all other time-outs and no legal or exceptional substitute is available, the first referee may call a special injury time-out of up to three minutes for the injured/ill player to return. If the player cannot return by the conclusion of the special injury time-out, then the team shall play short for the remainder of the set. A player may be granted only a single special injury time-out during the match.

ART. 3 . . . An athlete who is bleeding, has an open wound, has any amount of blood on his/ her uniform, or has blood on his/her person, shall be directed to leave the activity until the bleeding is stopped, the wound is covered, the uniform and/or body is appropriately cleaned, and/or the uniform is changed before returning to competition (See [General Guidelines for Sports Hygiene, Skin Infections and Communicable Diseases](#)).

ART. 4 . . . 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.

SECTION 5 BETWEEN SETS

The time period between sets of a match shall be no more than three minutes, beginning when the first referee signals the teams to their appropriate team benches for the next set.

Rule 12 Conduct

NOTES:

1. No official or game personnel shall use any form of alcohol or tobacco product beginning with arrival at the competition site until departure following the completion of the match.
2. Prior to the match referees shall meet with the head coach and captains to discuss sporting conduct expectations.

SECTION 1 DEFINITION

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

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

SECTION 2 CONDUCT: PLAYERS, COACHES AND/OR TEAM ATTENDANTS

ART. 1 . . . No player, teammate, coach and/or team attendant shall act in an unsporting manner while on or near the court before, during or between sets.

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

ART. 3 . . . The captain(s) and the head coach from each team shall attend the prematch conference.

ART. 4 . . . A team shall not refuse to play when directed to do so by the first referee.

ART. 5 . . . Assistant coaches shall remain seated on the bench during a set except to:

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

ART. 6 . . . The head coach may stand only in the libero replacement zone to coach his/her players. During play, the head coach shall be no closer to the court than 6 feet from the sideline. If a card (yellow and/or red) is issued to the head coach, assistant coach(es) or team bench, the head coach shall remain seated for the remainder of the match except:

- a. To request a time-out or substitution during a dead ball; b. To confer with officials during specifically requested time-outs; c. As provided in Rule [12-2-5](#), items a through e.

NOTE: The privilege to stand during play shall not be designated to an assistant coach.

ART. 7 . . . Teammates and other bench personnel shall remain seated on the team bench during a set except to:

- a. Spontaneously react to an outstanding play by members of their own team; b. Go to a nonplayable area to warm up without volleyballs prior to entry into the set as a substitute; c. Stand at the bench to greet a replaced player(s), then immediately sit down.

ART. 8 . . . Unsporting conduct for a coach, substitute or team attendant includes, but is not limited to the following:

- a. Use of disconcerting acts or words when an opponent is about to play the ball; b. Entering the court while the ball is in play; c. Attempting to influence a decision by a referee; d. Disrespectfully addressing a referee and/or other match officials; e. Questioning a referee's judgment; f. Disrespectfully addressing, baiting or taunting anyone involved in the contest; g. Using a sounding device (i.e., megaphone, horn, etc.) at courtside for coaching purposes; h. Holding unauthorized conferences; i. Attempting the re-entry of a disqualified player; j. Illegally leaving the designated bench during the set; k. Making any excessive requests designed to disrupt

the set; l. Abusing the re-serve rule.

ART. 9 . . . Unsporting conduct by a player includes but is not limited to:

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

PENALTIES: 1. Unsporting conduct shall be penalized as follows:

a. Warning (yellow card) for first minor offenses; b. Unsporting penalty (red card) for first serious offense or second minor offense and loss of rally/point awarded to opponent; c. Disqualification (yellow and red card displayed apart) for first flagrant offense, second serious offense; or third minor offense and loss of rally/point awarded to opponent. Offender is disqualified from further participation in match and may be removed from the vicinity of the team bench.

d. Forfeit results when:

1. Disqualified individual violates conduct rules following disqualification;

2. Coach is disqualified and removed from premises and no other authorized school personnel is available to take the bench; 3. Team refuses to play when directed to do so by the first referee.

Note: The first referee shall follow the procedures for unsporting conduct violations when issuing cards.

PROCEDURE FOR UNSPORTING CONDUCT VIOLATIONS:

1. The first referee, as the head official, sets the tone for the match and shall be responsible for controlling the unsporting conduct of coaches, players and/or other team personnel. Therefore, only the first referee shall administer the cards as follows:
 - a. Hold the card(s) in the hand(s) on the offending team's side of the court with the arm outstretched, elbow bent 90 degrees and hand(s) held head-high; b. Indicate to the second referee the number of the player(s) or which coach is receiving the card. The first referee should be sure that the second referee also has identified the offender(s) and verified that the scorer has recorded the information on the scoresheet. Under no circumstances shall the referees permit unsporting conduct to occur without a penalty. If there are multiple offenses, each offender shall be penalized.
2. When the second referee sees or hears an action or response that necessitates a card, he/she shall move to the offending team's side of the net and take a few steps onto the court toward the first referee. The second referee holds the card(s) in the middle of his/her chest and indicates verbally the number; of the offending player(s) or coach. It is the responsibility of the first referee to immediately administer any card(s) requested by the second referee.
3. **Warning:** A yellow card is administered by the first referee at the first dead ball. The warning shall be recorded in the Comments section on the scoresheet. No penalty point is assessed.
4. **Penalty:** A red card is administered at the first dead ball. The penalty is recorded in the Comments section on the scoresheet, point awarded to opponent.
5. **Disqualification:** The yellow and red cards are displayed apart (usually at the first dead ball). The offender may be removed from the vicinity of the team bench provided there is authorized school personnel available to supervise. (When the offender is a coach or other adult team personnel, the offender shall be removed from the premises.) The referee shall notify the appropriate coach of the reason for the disqualification. The disqualification is recorded in the Comments section of the scoresheet.
6. **Forfeit**, if awarded to opponent, shall be recorded on the scoresheet.
7. If the situation warrants, the referees may issue a red card or a yellow and red card on a first unsporting conduct violation.
8. The second referee shall direct the scorer to record the proper notations and verify that the scorer has recorded them.
9. All cards carry over from set to set throughout the match. The second referee may keep notations on the lineup card. The scorer shall notify the second referee of any previous violations by the same individual.
10. When unsporting conduct occurs from the bench or court and the referees cannot determine the specific offender(s), the warning or penalty is issued to the head coach.

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

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

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

SECTION 3 UNSPORTING CONDUCT: SPECTATORS

When a spectator becomes unruly or interferes with the orderly progress of the set, the first referee shall suspend the set until the host management resolves the situation and the set can proceed in an orderly manner.

NOTE: In the absence of a designated school representative, the home head coach shall serve as the host management.

POINTS OF EMPHASIS

1. Marking of Court Boundary Lines – Rule 2-1-2 recommends that all boundary lines be of **one clearly visible color** contrasting to the color of the floor and other lines on the floor. Except as provided for by rule for the center line, schools are expected to meet this standard for volleyball court boundary line markings. For fair competition for both teams, it is extremely important that the lines be one clearly visible color. The only time the color should differ is if going across a painted area such as the lane in basketball and the original color would not be in contrast. With players generally looking up to play the ball, it is important that the lines are clearly visible to quickly observe where the player is on the court and where the ball may be going, in bounds or out of bounds. Schools that try to circumvent this standard are negatively impacting the game.

2. Hand Signals for Player Numbers – It is important for the referees to discuss the ways in which they will communicate with each other through informal, non-verbal signals. One very important area to discuss is the signaling of players' numbers. There is a suggested standard for signaling players' numbers as provided in detail in the NFHS Case Book and Officials Manual. When a player is in the net, the referees will communicate the number of the player in violation. This signaling also provides assistance in communicating to the coaches, players and fans as to the offender. Many times in high school volleyball the officials may have never or infrequently worked with one another, so consistency in the use of the hand signals for communication is very important. Thus, the standard signals and procedure should be reviewed each year and followed by referees.

3. Informal Signals from Second Referee to First Referee for Situations Out of View of First Referee – There may be occasions when, due to the location of the play and angle of the players, there is play that is under the responsibility of the first referee but is clearly out of the view of the first referee. In such a situation, the second referee shall assist the first referee by ruling upon such a situation and this is done through a visual, informal signal. During the referees' prematch conference with each other, how such signals will be conveyed should be discussed. It is important that the first referee make good eye contact with the second referee and know how they will communicate in advance. It is also important for the first referee to anticipate when he/she may have been blocked out of properly observing a play. The second referee should hold the informal signal long enough for the first referee to observe. Should the first referee not accept that call, he/she was not blocked from viewing and disagrees with the second referee's call, the first referee's call will stand. Both referees must be alert and pay attention to one another when these unusual situations may arise where the assistance of the second referee is important to get the call right.

Comments on the Rules

[4-2-2e](#): Clarifies placement and size of a mascot and/or the school name being placed on the sleeve(s) of a solid-color uniform top. A school should be permitted to include its mascot on the uniform for team spirit, yet not disrupt the integrity and purpose of the solid-colored uniform top.

[5-5-3b\(1\)](#): The second referee is in a good position on his/her side of the net to initiate a call for a ball out of bounds for antenna fault. Increases the fairness in this type of fault in this area of the court.

[5-5-3b\(12\)](#): Addresses proper mechanics for ending a time-out and use of whistle by the second referee.

[5-9-2a](#): Moving back and in line with the left sidelines does not always give the line judge a clear view of the end line, especially during jump serves or when players move back a considerable distance from the end line. This positioning allows the line judge a clear view of any line violations for which he/she is responsible and he/she can efficiently move back into position following the contact of the ball for serve.

INSTRUCTIONS FOR SCORER

The NFHS Official Volleyball Scorebook provides an accurate method of scoring. Scoresheets are designed to accommodate 2-out-of-3 or 3-out-of-5 set matches. There is a Comments section for recording exceptional substitutions, equipment/uniform violations, unconscious player, warning, penalties and disqualifications.

SCORING

The official scorer should record the numbers of the starting players of each team in the serving order submitted, in the appropriate spaces provided on the set scoring sheet (under Player No.). Each square represents one play or action such as a serve, a substitution, or a time-out. Each play should be recorded as such using the appropriate figure in the key accompanying the set scoring sheet. The squares, unless otherwise indicated, represent a serve. If a point is scored on the serve, the respective point shall be recorded. If the serve developed into a loss of rally, replay or penalty, the appropriate figure shall be inserted. As each point is scored, the appropriate number should be marked off in the running score section.

Penalties for illegal uniform/equipment, exceptional substitution, red and yellow cards, a player removed under concussion management or redesignation of the libero shall be recorded in the Comments section of the scoresheet. Uniform/equipment violations and cards for unsporting conduct carry over from set to set. A brief explanation including the team/individual, the violation and the score of the set should be noted [e.g. Red #4, (5-7)].

For further information see the definitions listed below, and the sample scoresheets below.

NOTE: The first referee shall visually confirm the score with the second referee after each set. The second referee shall initial the scoresheet after each set. The second referee shall verify the match score by initialing the scoresheet at the end of the match.

DEFINITIONS FOR SCORER

Serve: Contact with the ball to initiate play.

Point: Awarded when the opponent commits a fault.

Penalty Point: Awarded when the receiving team violates a rule during play or a dead ball.

Loss of Rally Point: Awarded when the serving team violates a rule during play.

Replay: The act of putting the ball in play (other than at the start of the set) without awarding a loss of rally/point and without a service rotation.

Re-serve: The server releases the ball for service, then catches it or drops it to the floor.

RECORDING COMMENTS

Penalties for illegal uniform/equipment, cards issued for unsporting conduct, player removed under concussion management, redesignation of libero or an exceptional substitution shall be recorded in the Comments section of the scoresheet. Exceptional substitutions shall be recorded as ES and player's number replaced by the exceptional substitute. (e.g., ES #20 means #20 was replaced by exceptional substitute.) Cards for unsporting conduct are carried over from set to set throughout the match. Cards issued during a set shall be recorded following the sample procedure below: **Warning:** (Yellow card): PW#12 (7-6) means a yellow warning card was given to #12 when the score was 7-6 (offending player's team's score listed first). The same procedure applies to a coach or any other individual on the team bench.

Penalty: (Red card): PI#3 (7-0) means a red penalty card was given to the #3 player when the player's team led 7-0.

Disqualification: (Yellow and Red card held apart): DQ#10 (4-14) means #10 was disqualified when the player's team trailed 4-14.

Uniform/Equipment Violations: E#5 (3-0) means #5 attempted/was discovered in the set wearing illegal equipment/uniform.

Concussion Management: Write "concussion management player #10 is removed from the set. (12-13)"

Redesignation of Libero: Write RL#7, the libero is removed for injury and a new libero redesignated.

DEFINITIONS FOR STATISTICIAN

Ace: A serve which lands in the opponent's court without being touched, or is touched but unable to be kept in play by one receiving team player.

Block: A player or players block the ball into the opponent's court leading directly to a point or loss of rally.

Assist: A player passes or sets to a teammate who attacks the ball for a kill.

Attack: Any action other than a block or serve that directs the ball toward the opponent's court.

Dig: An underhand or overhead defensive saving skill **resulting from a kill attempt** in which the ball is contacted by the forearm(s), fist(s) or hand(s) **and allows the ball to remain in play for the next hit.**

Kill: An attack by a player that is unreturnable by the receiving player on the opposing team and leads directly to a point/loss of rally.

NOTE: A replay does not constitute an attempted serve since the serve did not develop into a point or loss of rally/point.

SAMPLE SET

DATE: 10-22 HOME: Handley VISITOR: James Wood

Set No.	/	TIME-OUTS		Team:	<input checked="" type="checkbox"/>														
		8-5	9-12																
Serve Order	Player No.	L: 7																	
I	5	1	2	3	4	20	4												
II	4	4	R	5	6	Sx 1/3	7	8	P-1	4	21	22	7x	23	24	4			
III	3, 13, 3	4	4	25	4														
IV	120	10	11	12	13	14													
V	11	14	5 1/3	15	Sx 2/3	4													
VI	10	16	17	18	19	25	25												
Subs: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18																			
Comments: P1 3 (8-1), PW12 (8-8), P1 12 (4-11)																			

Key:	1	Point	-1	Loss of Rally	2	Point Scored off Loss of Rally
	T	Time-out	Tx	Time-Out Opponent	△	Libero Point

Visitors Serve: V5 serves and scores first three regular points (1, 2, 3). Fourth serve results in loss of rally.

Home Serve: (loss of rally point 1) 23 serves, loss of rally. (□ indicates rally points earned)

Visitors Serve: (point 4 received due to loss of rally) V4 inadvertently serves before first referee's signal, replay. V4 serves two straight aces for points 5 and 6 (5, 6). Next play is a Home substitution during which H25 substitutes for H23 (Sx 25/23).

NOTE: The number of the entering player is on the left of "I".

V4 serves two more points (7, 8) before a Red Card penalty for misconduct on V3 results in a loss of rally.

Home Serve: (loss of rally point P2) H24 serves three straight points (3, 4, 5) before Visitors call time-out (TX), then substitute 13 for 3 (SX 13/3). H24 serves three points (6, 7, 8) before V12 is given a yellow card for misconduct. Next serve is a loss of rally.

Visitors Serve: (loss of rally point 9) V13 serves and it results in a loss of rally.

Home Serve: (loss of rally point 9) Home libero replacement #30 replacement for #26 H30 serves two points (10, 11). The next serve begins with a re-serve; then a penalty point is awarded Home for a Red card on V12 (P 12). Visitors call time-out (TX). H30 serves point thirteen (13); then loss of rally.

Visitors Serve: (loss of rally point 10) Visitor libero replacement V7 replacement for V12. V7 serves three straight points (11, 12, 13). Next serve is a loss of rally.

NOTE: The running score column is marked as the set progresses. When there is a discrepancy between the running and individual scores, the individual score is considered official.

Key : c = Playing Captain 1 = Point -1 = Loss of Rally □ = Point Scored Off Loss of Rally
 E# = Uniform/Equipment Fault ES = Exceptional Substitution PW = Penalty Warning P1 = Red Card
 P = Penalty R = Replay RS = Re-Serve T = Time-out Tx = Time-out opponent △ = libero point
 Px = Penalty Opponent S = Substitution Serving Team Sx = Substitution Opponent RL = Re-designated Libero

SAMPLE SET

SITE: Handley START TIME: 7:30 PM END TIME: 8:01 PM

First Serve (+ check box)	<input type="checkbox"/>	TIME-OUTS	Team: <u>Home Handley</u>	Set No. <u>1</u>
1 16 1 1	2 1 2 1	21-22	Player No. <u>L: 30</u>	
1 16 1 1	1 16 1 1	1 23, 25	1 20 21	
1 16 1 1	1 16 1 1	1 24 0	1 25 1 26 1 27	
1 16 1 1	1 16 1 1	1 25	1 26 1 27	
1 16 1 1	1 16 1 1	1 20	1 21	
1 16 1 1	1 16 1 1	1 21	1 22	
1 16 1 1	1 16 1 1	1 22	1 23	
1 16 1 1	1 16 1 1	1 23	1 24	
1 16 1 1	1 16 1 1	1 24	1 25	
1 16 1 1	1 16 1 1	1 25	1 26	
1 16 1 1	1 16 1 1	1 26	1 27	
1 16 1 1	1 16 1 1	1 27	1 28	
1 16 1 1	1 16 1 1	1 28	1 29	
1 16 1 1	1 16 1 1	1 29	1 30	
1 16 1 1	1 16 1 1	1 30	1 31	
1 16 1 1	1 16 1 1	1 31	1 32	
1 16 1 1	1 16 1 1	1 32	1 33	
1 16 1 1	1 16 1 1	1 33	1 34	
1 16 1 1	1 16 1 1	1 34	1 35	
1 16 1 1	1 16 1 1	1 35	1 36	
1 16 1 1	1 16 1 1	1 36	1 37	
1 16 1 1	1 16 1 1	1 37	1 38	
1 16 1 1	1 16 1 1	1 38	1 39	
1 16 1 1	1 16 1 1	1 39	1 40	
1 16 1 1	1 16 1 1	1 40	1 41	
1 16 1 1	1 16 1 1	1 41	1 42	
1 16 1 1	1 16 1 1	1 42	1 43	
1 16 1 1	1 16 1 1	1 43	1 44	
1 16 1 1	1 16 1 1	1 44	1 45	
1 16 1 1	1 16 1 1	1 45	1 46	
1 16 1 1	1 16 1 1	1 46	1 47	
1 16 1 1	1 16 1 1	1 47	1 48	
1 16 1 1	1 16 1 1	1 48	1 49	
1 16 1 1	1 16 1 1	1 49	1 50	
1 16 1 1	1 16 1 1	1 50	1 51	
1 16 1 1	1 16 1 1	1 51	1 52	
1 16 1 1	1 16 1 1	1 52	1 53	
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1 16 1 1	1 16 1 1	1 57	1 58	
1 16 1 1	1 16 1 1	1 58	1 59	
1 16 1 1	1 16 1 1	1 59	1 60	
1 16 1 1	1 16 1 1	1 60	1 61	
1 16 1 1	1 16 1 1	1 61	1 62	
1 16 1 1	1 16 1 1	1 62	1 63	
1 16 1 1	1 16 1 1	1 63	1 64	
1 16 1 1	1 16 1 1	1 64	1 65	
1 16 1 1	1 16 1 1	1 65	1 66	
1 16 1 1	1 16 1 1	1 66	1 67	
1 16 1 1	1 16 1 1	1 67	1 68	
1 16 1 1	1 16 1 1	1 68	1 69	
1 16 1 1	1 16 1 1	1 69	1 70	
1 16 1 1	1 16 1 1	1 70	1 71	
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1 16 1 1	1 16 1 1	1 101	1 102	
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1 16 1 1	1 16 1 1	1 103	1 104	
1 16 1 1	1 16 1 1	1 104	1 105	
1 16 1 1	1 16 1 1	1 105	1 106	
1 16 1 1	1 16 1 1	1 106	1 107	
1 16 1 1	1 16 1 1	1 107	1 108	
1 16 1 1	1 16 1 1	1 108	1 109	
1 16 1 1	1 16 1 1	1 109	1 110	
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1 16 1 1	1 16 1 1	1 123	1 124	
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INSTRUCTIONS FOR LIBERO TRACKER

An individual other than the scorer must be provided to track the entries of the libero player. This libero tracker is charged with tracking the libero replacements. There are two important procedures that the libero tracker is responsible for enforcing. The first procedure is to assure that once the libero is replaced, at least one rally/deadball must take place before the libero can replace another player. The second procedure is to ensure that when the libero leaves the court, the player replacing the libero must be the same player that the libero replaced when he/she last entered the set.

Scorer and Libero Tracker Duties

Before the start of each set, the scorer will:

- a. Obtain the lineup sheets from the second referee and record the uniform numbers of the starting players in serving order and the libero on the scoresheet; b. Ensure that the libero tracker accurately records the lineups on the libero tracking sheet.

After the toss of the coin and before each set:

- a. Review the lineups submitted to ensure that a captain is indicated, no duplicate or illegal numbers are entered, and the libero's number is noted. If no libero is indicated, as a courtesy (clarifies it's not a rule) notify the second referee so the coach can verify that no libero will be utilized in the current set.
- b. Record the team information and the positions of the players on the court according to the serving order on the lineup sheet.
- c. Record all libero replacements accurately so the libero tracking sheet reflects the players actually on the court at all times.
- d. If an incorrect libero replacement occurs, notify the second referee unless the team immediately corrects the illegality with no delay.

During the match the libero tracker will:

- a. Record all substitutions and libero replacements on the libero tracking sheet.
- b. Notify the officials if the libero is replaced by an incorrect player, or if an undesignated libero enters the set.
- c. Notify the officials if the libero does not remain out of the set for one rally between replacements.
- d. Communicate and coordinate with the scorer to ensure accuracy of both the scoresheet and the libero tracking sheet.

- e. At the beginning of a time-out, report the status of each team's libero to the second referee.

Tracking Sheet

1. Enter Home and Visiting team on Tracking Sheet.
2. Next to L: put the # of the Libero being used for that set. If no libero is being used, no tracking will take place.
3. Enter in the "SP" column the starting players for each team. This should be an exact match of the lineup entry on the scoresheet.
4. When a libero enters the set as a replacement, cross off the number of the player the libero is replacing and put "L" on the line next to the number.
5. The player the libero comes into the set for can only be the libero replacement. Record the number of the player that must be the same number of the player as the number crossed out before the "L" (i.e., 23 L23).
6. When the libero is replaced (again, by the same player) the "L" is crossed out and the number of the player is next entered on the line.
7. The libero tracker also records all substitutions. When a player (not a libero) is substituted out of the set, his or her number is crossed off and the player's number entering the set is written on the line.
8. There are unlimited libero replacements but only 18 substitutions per set.
9. **Note:** A different libero can be designated for each set, but the designation must be made on the lineup sheet when it is submitted to the official scorer before the set.



Libero Tracking Sheet



TEAM: _____ L: _____			
SET	Serving Order	SP	
1	I		
	II		
	III		
	IV		
	V		
	VI		

TEAM: _____ L: _____			
SET	Serving Order	SP	
1	I		
	II		
	III		
	IV		
	V		
	VI		

TEAM: _____ L: _____			
SET	Serving Order	SP	
2	I		
	II		
	III		
	IV		
	V		
	VI		

TEAM: _____ L: _____			
SET	Serving Order	SP	
2	I		
	II		
	III		
	IV		
	V		
	VI		

TEAM: _____ L: _____			
SET	Serving Order	SP	
5	I		
	II		
	III		
	IV		
	V		
	VI		

TEAM: _____ L: _____			
SET	Serving Order	SP	
5	I		
	II		
	III		
	IV		
	V		
	VI		

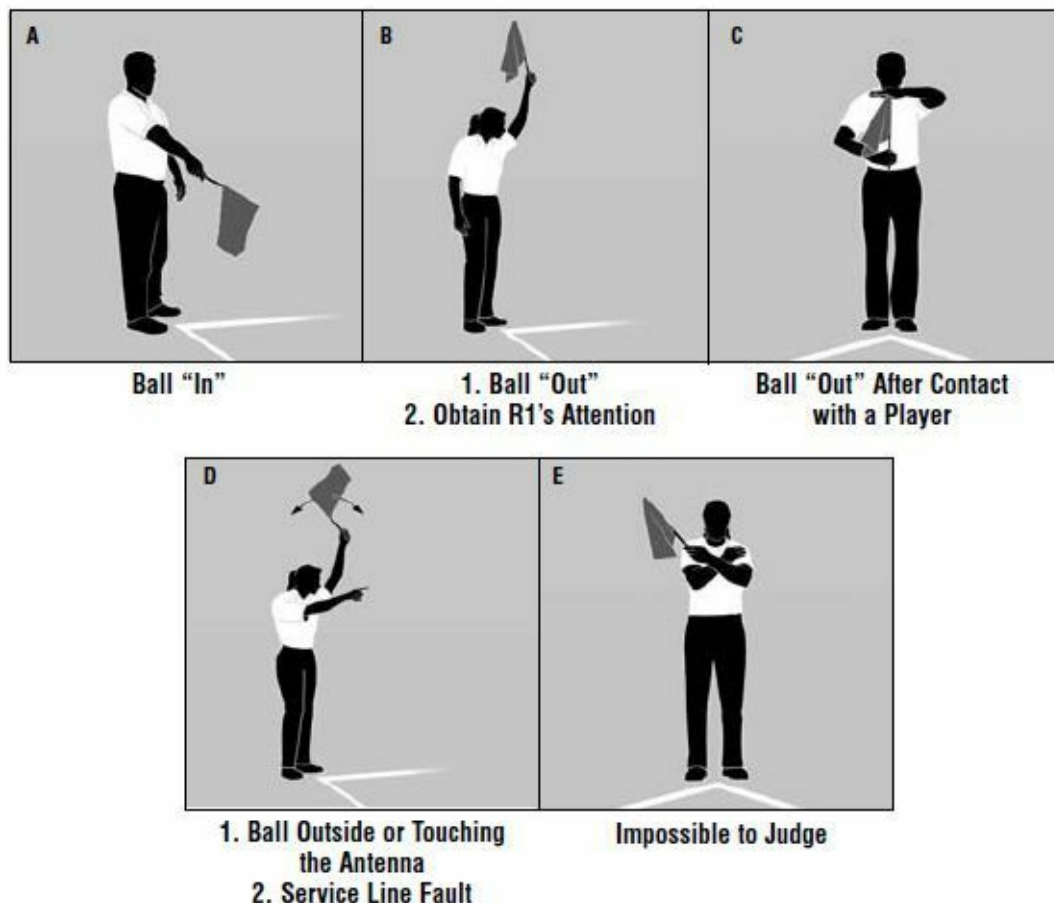
Enter the Libero's number next to the L: located at the top right of each tracking sheet. Enter the number of the starting player (SP) for each position in the serve order under SP. When the Libero enters, slash the player number and enter L. When the Libero is replaced, slash the L and enter the replacement player's number. Record regular subs the same way. If the Libero serves, place a triangle around the serving order position in which the Libero served.

(Order by calling 1-800-776-3462 or visit www.nfhs.com)

TEAM: _____ L: 5			
SET	Serving Order	SP	
1	△ I	14	✓ 14 ✓ 14 ✓ 7 ✓ 7
	II		(7 subs for 14)
	III		

HOW TO USE LINE JUDGE SIGNALS

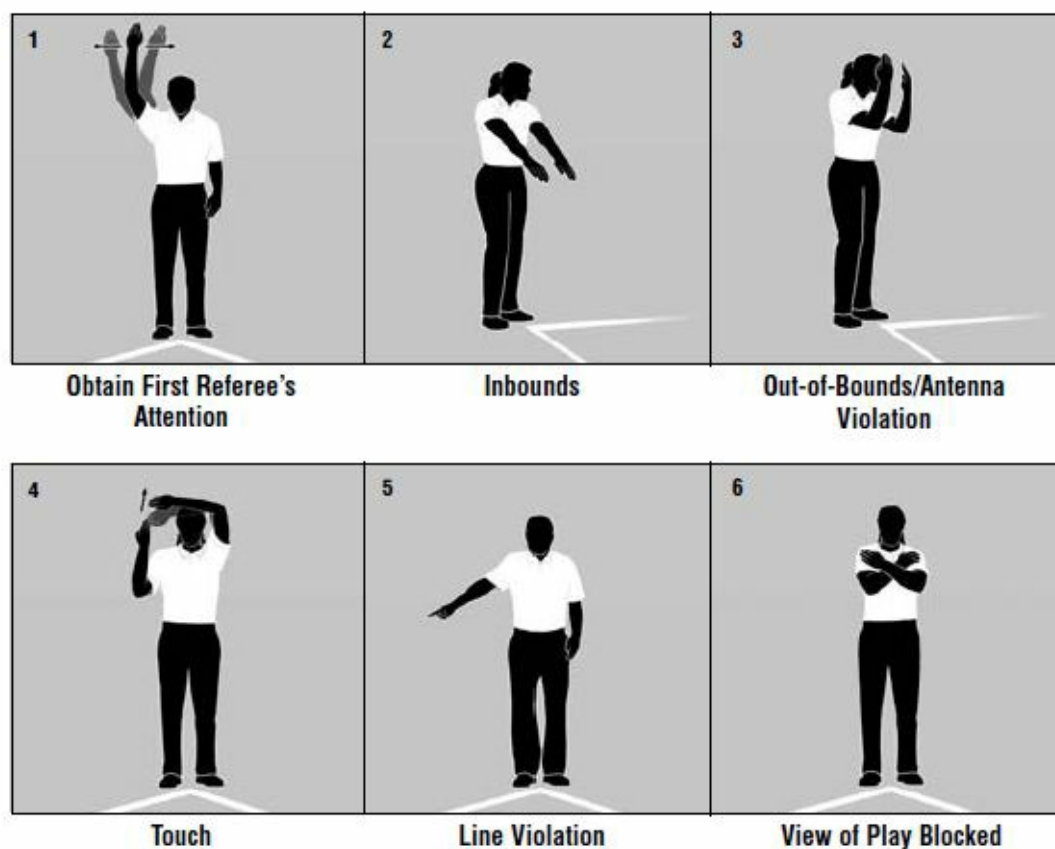
LINE JUDGE SIGNALS USING FLAGS



The flags should be solid red in color and of a recommended size of approximately 12 inches by 12 inches to approximately 16 inches by 16 inches. The flag and hand grip should be securely affixed to the pole.

1. Obtaining First Referee's Attention: Raise flag over head to obtain the first referee's attention, when necessary. (B2) **2. Inbounds:** Point with the flag down. (A) **3. Out-of-Bounds:** Raise the flag, arm extended. (B1) **4. Touch:** Raise the flag and brush it with the open palm of the other hand. (C) **5. Ball outside or touching antenna:** Wave the flag over the head and point to the antennae. (D1) **6. Service line fault:** Wave the flag over the head and point the service area using index finger, extended arm shoulder height. (D2) **7. View of Play Blocked:** Raise and cross both arms in front of the chest, palms facing the body. (E) **NOTE:** Flags shall be used by line judges, unless determined by the state association to use hand signals.

LINE JUDGE SIGNALS USING HAND SIGNALS



1. **Obtaining First Referee's Attention:** Wave arm overhead to obtain the first referee's attention, when necessary. (1) 2. **Inbounds:** Arms extended in front of body, hands open (palms down) toward the floor area between the attack line and the net. (2) 3. **Out-of-Bounds/Antenna Violation:** Hold forearms in front of chest, hands open (fingers together) and palms toward face. (3) 4. **Ball Touched:** Hand on offending team's side held beside head, palm toward head, then brush upward across fingertips one time with other hand, palm forward. (4) 5. **Line Violation:** Indicate the line where violation occurred by extending arm and pointing toward the line with the index finger. (5) 6. **View of Play Blocked:** Cross forearms in front of chest, palms facing the body. (6) **NOTE:** Flags shall be used by line judges, unless determined by the state association to use hand signals.



NFHS OFFICIAL VOLLEYBALL SIGNALS

1 Illegal Alignment/Improper Service/Inaccurate Lineup



2 Line Violation



3 Illegal Hit



4 Delay of Service



5 Over-the-Net



6 Net Fault or Net Serve



7 Legal Back-Row Attack



8 Illegal Attack



9 Illegal Block/Screening



10 Ball Touched



11 Four Hits



12 Double Hit



13 Ball Lands Inbounds



PlayPic®

PlayPics courtesy of *Referee* magazine.



NFHS OFFICIAL VOLLEYBALL SIGNALS

14 Out-of-Bounds/ Antenna Violation	15 Begin Serve	16 Substitution	
17 Authorization to Enter	18 Point	19 Replay/Re-serve	
20 Illegal Substitution	21 Time-Out	21 A Team	21 B Official
22 Unnecessary Delay	23 End-of-Set	24 Change of Courts	

HOW TO USE THE SIGNALS

When stopping play, officials should:

- **Sound the whistle** with authority;
- **Signal result of play**, point/loss of rally, replay or reserve;
- **Signal the violation**, and hold the hand and arm signal long enough to be seen;
- **Verbalize the decision** when necessary, except #15, signal for serve. Signals are given with arm or hand on the side of the team involved. These signals shall be used by the first referee and second referee.

1. **Illegal Alignment/Improper Server/Inaccurate Line-up** – Circular motion with arm and hand outstretched on side of violating team; then indicate player(s) involved.

2. **Line Violation** – Indicate the line where violation occurred by extending arm and pointing toward the line with the index finger.

3. **Illegal Hit** – Slowly lift hand and forearm, palm up, on the side where violation occurred.

4. **Delay of Serve** – Raise hand on server's side to head height with fingers spread, palm forward.

5. **Over-the-Net Fault** – Pass forearm, palm down, over the net.

6. **Net Fault or Net Serve** – Hand of outstretched arm on the the side of the net on which the fault occurred. NOTE: The second referee is not required to touch the net or signal net serve.

7. **Legal Back Row Attack** – Arm on attacker's side is extended, parallel to the floor at chest level, palm down. Make one slight horizontal sweeping motion.

8. **Illegal Attack** – Raise hand beside head and rotate forearm forward and downward on the offending team's side.

9. **Illegal Block/Screening** – Raise both hands to head height, palms forward.

10. **Ball Touched** – Hand on offending team's side held beside head, palm toward head, then brush upward across fingertips one time with other hand, palm forward.

11. **Four Hits** – Hand and arm nearest violating team raised, showing four fingers.

12. **Double Hit** – Hand and arm nearest violating team raised, head high, showing two fingers.

13. **Ball Lands Inbounds** – Extend one arm with an open hand palm forward toward the floor area between the attack line and the net on the offending team's side.

14. **Out-of-Bounds/Antenna Violation** – Raise both hand head high fingers together, palms toward face, elbows bent.

15. **Begin Service** – Extend arm towards server at shoulder height with hand perpendicular to floor, then whistle to serve and move the extended hand and arm in a sweeping motion to the opposite shoulder.

16. **Substitution** – Two short whistles, rotate open hands at shoulder height two times.

17. **Authorization to enter** – Extend the arm (palm forward) on the substitution side, and make a forward motion waist high toward the respective court.

18. **Point** – Indicate point by extending the arm in the direction of the team that will serve next, palm perpendicular to the floor.

19. **Replay/Reserve** – With fisted hands, thumbs up, and held shoulder height front of body.

20. **Illegal Substitution** – Hold arm nearest offending team head height, open hand, fingers together, elbow bent, making two circles with the arm before pointing toward the court of the offending team followed by penalty signal.

21. **Time-out** – Place the palm of a hand horizontally over a vertical hand on the side requesting the time-out, forming a “T.”

a. Team Time-out – indicate court of team being charged;

b. Official Time-out – tap top of shoulders with hands.

22. **Unnecessary Delay** – Both hands on hips, elbows out to side, then follow by either time-out or loss of rally/point signal.

23. **End-of-Set** – Arms crossed in front of chest, hands open followed by a sweeping motion outward, releasing teams to team benches.

24. **Teams Change Courts** – Raise forearms and swing right arm in front of the body and the left arm in back of the body with hands open.

CARD PROCEDURES FOR UNSPORTING CONDUCT VIOLATIONS



- 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.
- First referee holds card in hand on offending team's side held head high, then verbalizes number of player or which coach received the card.

DISQUALIFICATION:

- Second referee steps to side of offending team and a few steps towards first referee holding a card in each hand in the middle of the chest, then verbalizes number of player or which coach is disqualified.
- First referee holds a card (head high) in each hand on the side of the offending team, then verbalizes number of player or which coach is disqualified.
- A referee shall notify the appropriate coach the reason for the disqualification.

INFORMAL OFFICIALS SIGNALS

Informal hand signals used to enhance the match may be used for communication by the second referee to the first referee. How these calls are to be communicated should be addressed in the referees' prematch conference. Such additional signals might be:

1. Set/Match point
2. Four hits
3. Identifying possible back-row player violations
4. Position of setter prior to the serve
5. Illegal hit
6. Ready to play
7. Net Fault player identification

8. Antenna fault team identification

NOTE: A full description of how to display and use the informal signals is located in the NFHS Case Book and Officials Manual.

Mission Statement

The National Federation of State High School Associations serves its members, related professional organizations and students by providing leadership for the administration of education-based interscholastic activities, which support academic achievement, good citizenship and equitable opportunity.

We Believe

Participation in education-based interscholastic athletics and performing arts programs:

- Enriches each student's educational experience.
- Promotes student academic achievement.
- Develops good citizenship and healthy lifestyles.
- Fosters involvement of a diverse population.
- Promotes positive school/community relations.
- Is a privilege.

The NFHS:

- Promotes and protects the defining values of education-based interscholastic activity programs in collaboration with its member state associations.
- Serves as the recognized national authority on education-based interscholastic activity programs.
- Serves as the pre-eminent authority on competition rules for education-based interscholastic activity programs.
- Promotes fair play and seeks to minimize risk for student participants through the adoption of national competition rules and delivery of programs and services.
- Delivers quality educational programs to serve the changing needs of state associations, school administrators, coaches, officials, students and parents.
- Provides professional development for NFHS member state association staff believing that cooperation among state associations advances their individual and collective well-being.

Suggested Guidelines for Management of Concussion

A concussion is a traumatic brain injury that interferes with normal brain function. An athlete does not have to lose consciousness (be “knocked out”) to have suffered a concussion.

Common Signs and Symptoms of Concussion Include:

- Appears dazed or stunned
- Is confused about assignment or position
- Forgets an instruction
- Is unsure of game, score or opponent
- Moves clumsily
- Answers questions slowly
- Loses consciousness (even briefly)
- Shows mood, behavior or personality changes
- Can’t recall events prior to hit or fall
- Can’t recall events after hit or fall
- Headaches or “pressure” in head
- Nausea or vomiting
- Balance problems or dizziness
- Double or blurry vision
- Sensitivity to light
- Sensitivity to noise
- Feeling sluggish, hazy, foggy or groggy
- Concentration or memory problems
- Confusion
- Does not “feel right” or is “feeling down”

Suggested Concussion Management:

1. No athlete should return to play (RTP) or practice on the same day of a concussion.
2. Any athlete suspected of having a concussion should be evaluated by an appropriate health-care professional that day.
3. Any athlete with a concussion should be medically cleared by an appropriate health-care

professional prior to resuming participation in any practice or competition.

4. After medical clearance, RTP should follow a step-wise protocol with provisions for delayed RTP based upon return of any signs or symptoms at rest, while doing school work or with physical activity.

For further details please see the “NFHS Suggested Guidelines for Management of Concussion” at www.nfhs.org.

Revised and Approved October 2013

General Guidelines for Sports Hygiene, Skin Infections and Communicable Diseases

Proper precautions are needed to minimize the potential risk of the spread of communicable disease and skin infections during athletic competition. These conditions include skin infections that occur due to skin contact with competitors and equipment. The transmission of infections such as Methicillin-Resistant Staphylococcus aureus (MRSA) and Herpes Gladiatorum, blood-borne pathogens such as HIV and Hepatitis B, and other infectious diseases such as Influenza can often be greatly reduced through proper hygiene. The NFHS SMAC has outlined and listed below some general guidelines for the prevention of the spread of these diseases.

Universal Hygiene Protocol for All Sports

- Shower immediately after every competition and practice.
- Wash all workout clothing after each practice.
- Wash personal gear (knee pads and braces) weekly.
- Do not share towels or personal hygiene products (razors) with others.
- Refrain from full body (chest, arms, abdomen) cosmetic shaving.

Infectious Skin Diseases

Strategies for reducing the potential exposure to these infectious agents include:

- Athletes must be told to notify a parent or guardian, athletic trainer and coach of any skin lesion prior to any competition or practice. An appropriate health-care professional should evaluate any skin lesion before returning to competition.
- If an outbreak occurs on a team, especially in a contact sport, all team members should be evaluated to help prevent the potential spread of the infection.
- Coaches, officials and appropriate health-care professionals must follow NFHS or state/local guidelines on “time until return to competition.” Participation with a covered lesion may be considered if in accordance with NFHS, state or local guidelines and the lesion is no longer contagious.

Blood-Borne Infectious Diseases

Strategies for reducing the potential exposure to these agents include following Universal Precautions

such as:

- An athlete who is bleeding, has an open wound, has any amount of blood on his/her uniform, or has blood on his/her person, shall be directed to leave the activity (game or practice) until the bleeding is stopped, the wound is covered, the uniform and/or body is appropriately cleaned, and/or the uniform is changed before returning to activity.
- Athletic trainers or other caregivers need to wear gloves and take other precautions to prevent blood or body fluid-splash from contaminating themselves or others.
- In the event of a blood or body fluid-splash, immediately wash contaminated skin or mucous membranes with soap and water.
- Clean all contaminated surfaces and equipment with disinfectant before returning to competition. Be sure to use gloves when cleaning.
- Any blood exposure or bites to the skin that break the surface must be reported and immediately evaluated by an appropriate health-care professional.

Other Communicable Diseases

Means of reducing the potential exposure to these agents include:

- Appropriate vaccination of athletes, coaches and staff as recommended by the Centers for Disease Control (CDC).
- During times of outbreaks, follow the guidelines set forth by the CDC as well as State and local Health Departments.

For more detailed information, refer to the “Blood-Borne Pathogens,” “Infectious Mononucleosis” and “Skin Conditions and Infections” sections contained in the NFHS Sports Medicine Handbook.

Revised and Approved in October 2012

Equipment Guidelines

1. Each NFHS sports rules committee is responsible for recommending the official playing rules to the NFHS Board of Directors for adoption. The committee is not responsible for testing or approving playing equipment for use in interscholastic sports. Equipment manufacturers have undertaken the responsibility for the development of playing equipment that meets the specifications established by the committee. The NFHS urges manufacturers to work with the various independent testing agencies to ensure the production of safe products. Neither the NFHS nor the applicable NFHS sport rules committee certifies the safety of any sport equipment. Only equipment that meets the dimensions and specifications in the NFHS sport rules may be used in interscholastic competition. While the committee does not regulate the development of new equipment and does not set technical or scientific standards for testing equipment, the committee may, from time to time, provide manufacturers with guidance as to the equipment-performance levels it considers consistent with the integrity of the game. The committee reserves the right to intercede to protect and maintain that integrity.

2. Each NFHS sport rules committee suggests that manufacturers planning innovative changes in sports equipment submit the equipment to the applicable NFHS sport rules committee for review before production.

Coaches Code of Ethics

The function of a coach is to educate students through participation in interscholastic competition. An interscholastic program should be designed to enhance academic achievement and should never interfere with opportunities for academic success. Each student should be treated with the utmost respect and his or her welfare should be considered in decisions by the coach at all times. Accordingly, the following guidelines for coaches have been adopted by the NFHS Board of Directors.

The coach shall be aware that he or she has a tremendous influence, for either good or ill, on the education of the student and, thus, shall never place the value of winning above the value of instilling the highest ideals of character.

The coach shall uphold the honor and dignity of the profession. In all personal contact with students, officials, athletic directors, school administrators, the state high school athletic association, the media, and the public, the coach shall strive to set an example of the highest ethical and moral conduct.

The coach shall take an active role in the prevention of drug, alcohol and tobacco abuse.

The coach shall avoid the use of alcohol and tobacco products when in contact with players.

The coach shall promote the entire interscholastic program of the school and direct the program in harmony with the total school program.

The coach shall master the contest rules and shall teach them to his or her team members. The coach shall not seek an advantage by circumvention of the spirit or letter of the rules.

The coach shall exert his or her influence to enhance sportsmanship by spectators, both directly and by working closely with cheerleaders, pep club sponsors, booster clubs, and administrators.

The coach shall respect and support contest officials. The coach shall not indulge in conduct which would incite players or spectators against the officials. Public criticism of officials or players is unethical.

The coach should meet and exchange cordial greetings with the opposing coach to set the correct tone for the event before and after the contest.

The coach shall not exert pressure on faculty members to give students special consideration.

The coach shall not scout opponents by any means other than those adopted by the league and/or state high school athletic association.

Officials Code of Ethics

Officials at an interscholastic athletic event are participants in the educational development of high school students. As such, they must exercise a high level of self-discipline, independence and responsibility. The purpose of this Code is to establish guidelines for ethical standards of conduct for all interscholastic officials.

Officials shall master both the rules of the game and the mechanics necessary to enforce the rules, and shall exercise authority in an impartial, firm and controlled manner.

Officials shall work with each other and their state associations in a constructive and cooperative manner.

Officials shall uphold the honor and dignity of the profession in all interaction with student-athletes, coaches, athletic directors, school administrators, colleagues, and the public.

Officials shall prepare themselves both physically and mentally, shall dress neatly and appropriately, and shall comport themselves in a manner consistent with the high standards of the profession.

Officials shall be punctual and professional in the fulfillment of all contractual obligations.

Officials shall remain mindful that their conduct influences the respect that student-athletes, coaches and the public hold for the profession.

Officials shall, while enforcing the rules of play, remain aware of the inherent risk of injury that competition poses to student-athletes. Where appropriate, they shall inform event management of conditions or situations that appear unreasonably hazardous.

Officials shall take reasonable steps to educate themselves in the recognition of emergency conditions that might arise during the course of competition.

Officials shall maintain an ethical approach while participating in forums, chat rooms and all forms of social media.