

**SUMMARY COMPARISON – NCAA/USAV/NFHS
VOLLEYBALL RULE DIFFERENCE 2003 – 2004**

	NCAA	USA Volleyball	National Federation
1. Playing Surface	Court & 2 m surrounding must be flat & smooth. Remaining playing area may have change of surface > 1/2", as long as safe.	Entire playing surface must be flat and uniform.	There must be at least 6 to 10 feet of unobstructed space outside the boundary lines.
2. Court Markings – Attack line	Allows continuation of attack line (dashed lines extending 1.75 meters past sideline).	Allows continuation of attack line (dashed lines extending 1.75 meters past sideline).	Not Addressed.
3. <i>Recommended</i> overhead clearance	12.5 meters (41 ft.).	7 meters (23 feet).	23 feet (7 meters).
4. Ceiling (over playable area)/ Obstructions	Ball in play above 4.5m; judgment replay below 4.5m.	Ball in play above 4.5m; judgment replay below 4.5m.	In play.
5. Backboards	Ruled same as ceiling.	Ruled same as ceiling.	Judgment replay for vertical backboard.
6. Service Zone	Required to have 2 meters of depth beyond the end line, with no allowance for extending this area onto the court.	If 2 meters of depth is not possible beyond end line, a line will be placed within the court boundaries to indicate the minimum 2 meters required by rule.	If 6 ft. (2 m.) of depth is not possible beyond end line, a line will be placed within the court boundaries to indicate the minimum 6 ft. required by rule.
7. Warm-up area	The warm-up area begins at end line.	The warm-up area starts at the end of the team bench.	The warm-up area must be in a non-playable area (for example, behind bench).
8. Restrictions to Play	Ball over a non-playable area must be played while touching playable surface.	Ball over a non-playable area must be played while touching playable surface.	Player may not break the plane of a non-playable area to retrieve ball.
9. Exposed Cable	Covered.	Padded and recognizable.	Covered.
10. Band at top of net	May be 2" to 3 1/8 "	2"	2"
11. Net sleeves	Allowed on top of net only, if secured in a way that does not affect net height or play.	Not prohibited by rules.	Not prohibited by rules.
12. Net Markings	Advertising allowed on top tape, bottom tape, and/or tape outside antenna.	Not prohibited by rules.	Not Permitted.
13. Ball Characteristics	<ul style="list-style-type: none"> • Smooth leather or leather-like cover. • Uniform and light in color or a combination of colors, at least one-third of surface white or light. 	<ul style="list-style-type: none"> • Synthetic leather allowable. • Uniform and light in color or a combination of colors, one of which must be light. 	<ul style="list-style-type: none"> • Genuine or simulated smooth leather. • White, with NFHS Authenticating Mark.

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14. Non-Disruptive Coaching – Ball Out of Play	<ul style="list-style-type: none"> • Coach may address referee to clarify ruling or confirm TO/sub information. • Coach must not remain in substitution zone during play. 	Legal.	May stand at the bench in front of seat to greet a replaced player or spontaneously respond to play.
15. Non-Disruptive Coaching- Ball In Play	Coach may stand directly in front of bench or in warm-up area.	Coach may stand during play.	Coach needs to remain seated.
16. Designated coaches	All coaches must be designated on the line-up sheet for game one. Any designated coach may request interruptions and instruct players.	A head coach must be designated. Only the head coach may request interruptions.	Not addressed.
17. Number of Players	Must have at least 6 players to start match; must have at least 6 eligible players to continue play.	Must have at least 6 players to start match; must have at least 6 eligible players to continue play.	Must have 6 players to start match; may continue with less than 6 players due to injury, illness or disqualification.
18. Individual Sanctions – Referee Technique	<ul style="list-style-type: none"> • Warning – Yellow card held in one hand. • Penalty – Red card held in one hand. • Expulsion – Red & yellow cards held in one hand. • Disqualification – Red & yellow cards held in separate hands. 	<ul style="list-style-type: none"> • Warning – No card shown – verbal or hand communication only (not recorded on scoresheet). • Penalty – Yellow card. • Expulsion – Red card. • Disqualification – Red & yellow cards held together. 	<ul style="list-style-type: none"> • Warning – Yellow card held in one hand. • Penalty – Red card held in one hand. • Disqualification (from match) – Red & yellow cards held in separate hands. • Forfeit. (May be modified by state association.)
19. Expulsion & Disqualification	<ul style="list-style-type: none"> • Both will also result in penalty point for the opponent, who will then serve next. • Expelled players will remain seated on bench for remainder of game; expelled coaches will leave the player & spectator areas. • Disqualified team members may not play in the remainder of the current match <u>or the entire next match.</u> 	<ul style="list-style-type: none"> • No penalty point awarded. • Expelled team members must leave bench area for remainder of game. • Disqualified team member must leave team/spectator areas for remainder of current match only. 	<ul style="list-style-type: none"> • Penalty point results from disqualification. • Disqualified player will leave team bench for remainder of match if supervision available. Disqualified adult will leave premises.
20. Duration of Individual Sanctions	For the game.	For the game.	For the match.
21. Using Red & Yellow Cards	Used only by R1.	Used only by R1.	Carried by both officials; umpire uses cards to signal need for sanction to referee.
22. Improper Request	Without card, hold palm of one hand against the opposite wrist.	“Wave off” request with one hand/arm.	N/A

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Technique			
23. Team Sanctions (Unnecessary delay)	<ul style="list-style-type: none"> • Team Delay Warning– yellow card held against opposite wrist. • Team Delay Penalty – red card held against opposite wrist. 	<ul style="list-style-type: none"> • Team Delay Warning – No card shown - one hand held against opposite wrist. • Team Delay Penalty – yellow card held against opposite wrist. 	Timeout charged; if team has used both timeouts, point or side-out is awarded the opponent.
24. Uniforms	All players (except the libero) must be dressed identically. If more than one player wears a particular article of clothing as an exposed undergarment, all must be identical.	All players (except the libero) must be dressed similarly. If more than one player wears exposed undergarment, they must be similar.	All players must be in like-colored uniforms. If exposed undergarments are worn (only compression shorts are legal on the lower body), all must match the predominant color of the uniform.
25. Uniform Sleeve Length	Uniforms must have identical sleeve length.	Short sleeve and long sleeve jerseys are considered identical.	Differing sleeve lengths allowed.
26. Illegal Uniforms	Not allowed to play [please refer to Rule 7-3].	Not allowed to play.	Not allowed to play until corrected. Attempting to enter or entering in illegal uniforms results in unnecessary delay.
27. Logos on Uniforms	Logos permitted; size restrictions per NCAA guidelines [see Rule 7-1-3].	Logos permitted; size restrictions are not addressed.	State Association approved American flag or memorial patch may be worn (max 2" x 3"). Single manufacturer's logo permitted on each piece of uniform (< 2 1/4" square).
28. Uniform "Adornment" Restrictions	Not addressed; safety of participants is paramount.	Not addressed; safety of participants is paramount.	Uniforms must be free of all hard and unyielding items like buttons, zippers, snaps, etc. Body paint or glitter prohibited.
29. Player Equipment	<ul style="list-style-type: none"> • Splints/braces allowed on hands/arms if padded. • Barrettes allowed. 	<ul style="list-style-type: none"> • Splints/braces allowed on hands/arms if padded. • Barrettes allowed. 	<ul style="list-style-type: none"> • Splints/braces not allowed below forearm. • Barrettes not allowed – only soft headgear.
30. Number Placement on Uniform Front	Must be either centered on upper body (upper chest, center chest, or high stomach area) or on either shoulder, no more than 5" down from shoulder seam.	Either centered, or the top of the number no more than 5" down from shoulder seam and 3" from midline of the jersey.	Either on shoulder, no more than 5" from shoulder seam, or centered no more than 2" below neckline opening <u>or no more than 2" below bottom edge of neckline ribbing.</u>
31. Jewelry During Play	Not allowed (exception – medical or religious identification may be removed from chain and taped or sewn under the uniform); team delay.	Not allowed (exceptions –medical or religious identification may be removed from chain and taped or sewn under the uniform, and for adult competition, a flat band ring may be worn on a finger); team delay.	Not legal; unnecessary delay (TO).

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32. Jewelry During Warm-ups	Preventive officiating recommended first. If warm-up is interrupted to remove, team delay.	Not Addressed.	<u>Not allowed – preventive officiating recommended.</u>
33. Blood on Uniform	Allow reasonable time for change; no duplicate numbers in same game, but other number/roster changes allowed.	Allow reasonable time for change; no duplicate numbers in same game, but other number/roster changes allowed.	Treat as injured player.
34. Scoring System	<ul style="list-style-type: none"> • Rally scoring used in all games of the match. • Non-deciding games played to at least 30 points (win by 2). Deciding games will be played to 15 points (win by 2). • No point cap in any game. 	<ul style="list-style-type: none"> • Rally scoring used in all games of the match. • Non-deciding games played to at least 25 points (win by 2). Deciding games will be played to 15 points (win by 2). • No point cap in any game. 	<ul style="list-style-type: none"> • Side out scoring to 15 points in all games. • By state adoption, rally scoring may be used in the 5th game of any 3/5 game match. • No point cap in any game. • <u>EFFECTIVE NO LATER THAN 2004-05 – rally score in all games, 3/5 format, 25 point games 1-4 (15 pt game 5).</u>
35. When Game Officially Ends & Interval Between Games Begins	When the R1 signals change of sides to the teams (or, before a deciding game, when captains are released after coin toss).	When the first referee signals “end of game”.	When referee signals teams to the appropriate benches.
36. Pre-match Warm-up	<ul style="list-style-type: none"> • Warm-up protocols are defined by rule; court must be available 1 hour prior to match time. • When both teams are on court, all warm-up activities must be on their playing area. • When one team has exclusive use of the court, the other team must remain 2 m outside the court. • Neither shared hitting nor shared serving are allowed. 	Referees responsible for warm-up safety issues. Neither shared hitting nor shared serving are prohibited by rule.	Not Addressed – defined by state or league adoption.
37. Hitting Between Games	Neither hitting nor serving is allowed between games.	Players may hit or serve into their own court. Referees monitor for safety.	Players can hit into their own court only if opponent chooses to remain off the court. Both teams cannot hit at the same time.
38. Pre-match Conference	Coach may attend.	Coach may attend.	An adult coach and captain must attend.
39. Coin Toss	One captain calls toss at pre-match; the other captain calls toss for deciding game.	One captain calls toss at pre-match; the other captain calls toss for deciding game.	Visiting captain calls coin toss at pre-match; <u>home captain calls toss for deciding game.</u>
40. Coin Toss/Choice of Playing Area	Home team designates playing area for game #1, one-hour prior to match; pre-match coin	Coin toss is for serve/receive or choice of playing area.	<u>Home team selects playing area/bench for game #1 upon entering the facility; pre-</u>

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	toss is for serve/receive only.		<u>match coin toss is for serve/receive only.</u>
41. Ball Handling During Timeout	Allowed off-court.	Not allowed.	Not allowed.
42. Switch Courts in Deciding Game	YES.	YES.	Teams do not switch sides.
43. Teams to End line at End of Games	<ul style="list-style-type: none"> Teams do not go to the end line at the end of game if there is another game to be played. Before deciding game, players on court are released to benches during coin flip. Court change (if necessary) occurs near score table. Teams do go to end line at end of match. Teams do not go to end line before changing courts in the middle of the deciding game. 	<ul style="list-style-type: none"> Teams do not go to end line at the end of each game. Before deciding game, players on court are released to benches during coin flip. Court change (if necessary) occurs near score table. Teams do go to end line at end of match Teams do not go to end line before changing courts in the middle of the deciding game. 	<ul style="list-style-type: none"> Teams go to end line at the end of all games, and then players on the court are directed to change courts (or to bench if deciding game coin flip results in no court change). Before deciding game, hold on end line until coin flip completed. Teams do not change courts in middle of the deciding game.
44. Line Ups Due for Game #1	Line-ups for both teams are due at the end of all timed warm-up periods on the court. If used, Libero number must be marked on line-up sheet for each game.	2 minutes before start of match. If used, Libero number must be marked on line-up sheet for each game.	2 minutes prior to end of timed warm-up (in floor positions players will occupy at start of game).
45. Change in Line Up After Submitted	By substitution.	By substitution.	Not allowed (may substitute only for injury or illness).
46. Rosters	No roster utilized. Designated coaches must be listed on line-up sheet for game one.	Players not listed on the roster cannot play.	Players can be added to the roster after a penalty PT/SO.
47. Roster Changes	No roster utilized.	After roster is submitted, uniform number is correctable with team delay penalty (TYC). No player changes allowed.	Roster violation or additions allowed with PT/SO.
48. Rosters Due	No roster utilized .	10 minutes prior to start of match.	10 minutes prior to end of timed warm-up.
49. Third timeout request	Sanctioned with a team delay.	Improper request unless the timeout is granted in error, then a team delay results.	Point or side out unless score is 14-14 in non-rally-score game.
50. Number of Timeouts	2 per game.	2 per game.	Side out score - 2 per game, 3 after score reaches 14-14; <u>Rally scoring – 2 per game (no additional timeouts).</u>
51. Length of Timeouts	60 seconds. Warning whistle is blown 15 seconds before end of timeout period.	30 seconds. No warning whistle is blown before end of timeout period.	60 sec. Warning whistle is blown 15 seconds before end of timeout period.

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52. Water During Timeout	No location restriction; must be cleaned up by end of 60 seconds.	Clean up must not delay resumption of game.	Unnecessary delay is called when the cleaning up of liquid or other substances causes a delay during a timeout.
53. Timeout Ends Early	Yes, if both teams are ready to play.	No.	<u>Yes, if both teams are ready to play.</u>
54. Requesting a Timeout, Substitution, or Line-Up Check	<ul style="list-style-type: none"> • Coach(es) must be near the substitution zone to make request. • Substitution request is made by a coach or captain verbally or with appropriate hand signal. • At the moment of request, the substitute must be ready to enter without delay. • An incoming player entering the sub zone is considered a coach request. 	<ul style="list-style-type: none"> • Head coach must be in the bench area to make request. • At the moment of request, the substitute must be ready to enter without delay. • An incoming player entering the substitution zone is considered a coach request. 	<ul style="list-style-type: none"> • Playing captain may request time-out or line-up check on own team from umpire. • Coach may request timeout, substitution, or line-up check verbally or with appropriate hand signal. • At the moment of request, the substitute must be ready to enter without delay. • An incoming player entering the sub zone is considered a coach request.
55. Teams Required to Leave Courts During Timeouts	No. All team members may go anywhere in the facility except in the opponent's team area during the timeout.	No (coach may not enter court). However, referees may direct teams to benches for administrative purposes.	No (coach may enter court). Teams may confer with their coaches only on the court or at their team bench area.
56. Number of Substitutes	12 substitutions (with unlimited entries per player); libero rule applies.	12 substitutions (with unlimited entries per player); Libero rule applies.	18 team substitutions; unlimited player entries; no libero player allowed.
57. Authorization of substitutes' entry	Second referee will authorize entry by signal from near the score table.	Second referee will authorize entry by signal from near the score table.	<u>Second referee will authorize entry by signal from near the score table.</u>
58. Who can Request Substitutes	Request can be made by designated coach(es) or playing captain; or when an incoming substitute enters the substitution zone, it is considered a valid request by the coach.	Request can be made by designated head coach or playing captain; or when an incoming substitute enters the substitution zone, it is considered a valid request by the coach.	Request can be made by coach; or when an incoming substitute enters the substitution zone, it is considered a valid request by the coach.
59. Multiple Substitution Requests	The coach is not required to indicate that multiple substitutions are being requested, but any significant delay in the approach of subsequent substitutions will be denied.	The coach is not required to indicate that multiple substitutions are being requested, but any significant delay in the approach of subsequent substitutions will be denied.	No requirement to indicate that multiple substitutions are desired, but substitutes from the same team must report at the same time.
60. Substitution Requests in Conjunction with Timeouts	Any number of sub requests may be made during the timeout. Additional sub requests may be made after TO & before play resumes.	Once a timeout is awarded, only one sub request may be made before play is resumed.	May occur only once (before, during or after TO expires).
61. Substitutions Protocol During Timeouts	Coach or captain may report number to R2. Substitution procedure is followed at end of	Coach or captain may report number to R2. Substitution procedure is followed at	Coach or substitute may report the numbers to the umpire. Players may

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	timeout.	end of timeout.	exchange during timeout.
62. Illegal Substitutes	Team delay (TYC).	Team delay (TYC).	Unnecessary delay (TO).
63. Notification of number of team substitutions	Scorekeeper informs second referee who then notifies coach when 9 th – 12 th substitutions are used.	Scorekeeper informs second referee who then notifies coach when 9 th – 12 th substitutions are used.	Scorekeeper informs umpire when 15 th – 18 th substitutions are used.
64. Toss for Service	<ul style="list-style-type: none"> • Each player is allowed only one toss for service after the service is authorized. • Ball must be tossed/released before contact • Time allowed for service (contact) – eight seconds. 	<ul style="list-style-type: none"> • One toss per service attempt (except for 14-and-under divisions & regional development divisions – 5 sec. allowed after each beckon). • Ball must be tossed/released before contact. • Time allowed for service (contact) – eight seconds. 	<ul style="list-style-type: none"> • After the ball is released for service, it may be caught or allowed to drop to the floor to get a re-serve. • Only one re-serve per player per term of service. • Ball does not need to be tossed/released before contact. • Time allowed for service (contact) – five seconds.
65. Serve Contacts Net and Continues to Opponent's Playing Area	A served ball that contacts the net and continues to the opponent's side remains in play.	A served ball that contacts the net and continues to the opponent's side remains in play.	A served ball that hits the net is a service fault. <u>EFFECTIVE NO LATER THAN 2004-05 (in conjunction w/ rally scoring) – A served ball that contacts the net and contin-ues to the opponent's side remains in play.</u>
66. Legal Contact	Anywhere on body is legal.	Anywhere on body is legal.	On or above the waist.
67. Multiple Contacts	Legal on block and first team contact with one attempt to play the ball.	Legal on block and first team contact with one attempt to play the ball.	<u>Legal on block and first team contact with one attempt to play the ball.</u>
68. Definition of Block	A player near the net is considered to be a blocker when they are reaching higher than the net at the time contact is made with a ball coming from the opponents.	A player near the net is considered to be a blocker when they are reaching higher than the net at the time contact is made with a ball coming from the opponents.	A player is considered to be a blocker when s/he is approximately arm's length from the net with hand(s) raised above the head, and contacts the ball near the top of the net, attempting to prevent the ball from crossing the net.
69. Back Row Blocker	Back row player illegal on contact of block or contact by collective block.	Back row player illegal on contact of block or contact by collective block.	<ul style="list-style-type: none"> • Back row player illegal when attempting to block near the top of the net. • <u>If a back row player plays the ball above the height of the net while on or in front of the attack line and the flight of the ball is towards a teammate, the back row player is not at risk for being an illegal back row blocker, even if s/he meets the</u>

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			<u>definition of a block (see #68).</u>
70. Back Row Attacker	If a back row player plays the ball above the height of the net while on or in front of the 3 m line and the flight of the ball is towards a teammate, the ball remains in play if legally contacted by an opponent before the ball passes completely beyond the vertical plane.	If a back row player plays the ball above the height of the net while on or in front of the 3 m line, the next player to touch the ball must be a teammate. If the ball enters the vertical plane of the net & is legally blocked by an opponent, it is an illegal attack by the back row player.	If a back row player plays the ball above the height of the net while on or in front of the attack line and the flight of the ball is towards a teammate, the ball remains in play if legally contacted by an opponent before the ball passes untouched beyond the vertical plane.
71. Retrieving the Ball from the Opponent's Free Space	If, after first contact, the ball travels over or outside the antenna to the opponent's free zone, a player may retrieve that ball (cannot commit a center line fault) and the return path of the ball is over or outside the antenna.	Ball is out of play as soon as it completely crosses the center line.	Ball is out of play as soon as it completely crosses the center line.
72. Contact With Net Cables Outside the Net	Legal, unless contact interferes with play, or used as a means of support while playing the ball.	Legal unless contact interferes with play.	Net violation.
73. Contact With Net Supports	Legal contact.	Legal contact.	If deemed dangerous contact, illegal (PT/SO).
74. Insignificant Net Contact	No fault if player is not involved in playing the ball or if net contacted by hair.	No fault if player is not involved in playing the ball or if net contacted by hair.	Always a fault except contact by loose hair.
75. Contacting Ball While in the Net on Opponent's Side	Net fault, if contact with ball is ruled intentional to prevent further play.	If player initiates contact of net by moving the hands/arms forward, net fault occurs.	Net fault, if contact with ball is ruled intentional to prevent further play.
76. Center Line	Player may penetrate the opponent's court with <u>any body part</u> . <u>If the encroachment is a hand or foot that completely crosses the center line, or any other body part that enters the opponent's court, there must not be a safety hazard or interference.</u>	Player can touch opponent's court with feet or hands, providing some part of extremity is on or above the center line.	Player can touch opponent's court with feet or hands, providing some part of extremity is on or above the center line.
77. Match length	All matches will be the best 3 out of 5 games (exception for some high school & NJCAA play).	Matches may be the best 2 out of 3 games, or 3 out of 5 games.	Matches are the best 2 out of 3 games (best 3 of 5 may be allowed by state association).
78. Protest Procedure	<ul style="list-style-type: none"> • If not the final point of a game, must be lodged prior to next service. • If final point of a game, must be lodged within 60 seconds. • If final point of a match, must be lodged before referees leave playing area. 	<ul style="list-style-type: none"> • If not the final point of a game, must be lodged prior to next service. • If final point of a game, must be lodged within 60 seconds. • If final point of a match, must be lodged before referees leave playing 	<ul style="list-style-type: none"> • Coach must request to review a decision. • Request must be made during dead ball following situation in question. • If referee's/umpire's decision stands, timeout charged to team. If no timeouts

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		area.	remain, PT/SO.
79. Timeout to Protest by Coach	<u>Yes (no timeout charged).</u>	No. Coach may act as captain for 14-and-under play.	See above.
80. Referee Signals	<ul style="list-style-type: none"> • If the fault is whistled by the R1, the referees first indicate the nature of the fault, the player at fault if necessary, and then which team scores and serves next, using the "point" signal. • If the fault is whistled by the R2, the R2 will signal the nature of the fault and the player at fault if necessary, which the R1 repeats. The referees then indicate which team scores and serves next, using the "point" signal. 	<ul style="list-style-type: none"> • If the fault is whistled by the R1, the referee first indicates the next team to serve (using the "loss of rally" signal), then the nature of the fault and the player at fault if necessary. • If the fault is whistled by the R2, the R2 will indicate the nature of the fault and the player at fault if necessary. Then follow the R1's indication of the next team to serve. The R1 does not signal the fault or player at fault. 	Officials whistle to stop play, then signal the violation, then signal point, side out or replay.
81. Line Judge Position During Timeouts	At intersection of attack line & sideline, near first referee.	At mid-point of end line.	At mid-point of end line.

Developed by:



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