

Rule 9 - During Play

What You Need To Know



Team Benches



- All nonplaying team members, including assistant coaches and other team personnel, shall be seated on the designated bench during the set.
- Head coaches are allowed to stand during play in the replacement zone away from the sideline.
- Teams shall occupy the bench located on the side of the net adjacent to their playing area throughout the match

Court Protocol

- Prior to the start of the first set, the teams shall line up on the end line until the First Referee signals the teams to enter the court.
 - At this time, when entering the court before the first set, it is customary for the teams to meet at the net and “shake hands”
- At the end of set one, two, and three, the teams should line up in their end line until the score has been verified and the First Referee signals for players to go to appropriate benches
 - When exchanging benches, the players on the court should proceed counterclockwise along the sideline past the standard to their new team bench
 - Players should not cross underneath the net
 - The nonplaying team members proceed immediately to their new team benches
- At the end of set four (if a fifth set is necessary), players may go directly to their benches and wait for the result of the coin toss
- At the end of the deciding set, the players on the court should line up at the end line until the score has been verified and the First Referee signals end of match
- **Penalty:** For delay in following the court protocol procedures, unnecessary delay or an unsporting conduct penalty **may** be assessed

Live and Dead Balls

- Definitions
 - A **LIVE BALL** is in play from the moment the ball is legally contacted by the correct server until a dead ball occurs
 - A **DEAD BALL** is declared by a referee for any decision temporarily suspending play until the ball is legally contacted again for serve



Live and Dead Balls

- A live ball becomes dead when
 - The ball touches the net antennas
 - The ball does not pass entirely between the net antennas and passes beyond the plane of the center line extension
 - The ball lands out of bounds
 - The ball contacts the ceiling/overhead obstruction
 - And is not legally played next by the offending team
 - After the third hit
 - That is over a nonplayable area
 - The ball becomes motionless in the net or on an overhead obstruction
 - The ball touches the floor
 - The ball passes completely under the net
 - The ball contacts a nonplayer in a playable area
 - The ball (from the direction of the court) breaks the plane of a nonplayable area and goes beyond the legal reach of a player
 - An official's whistle sounds
 - A timer's audio signal interrupts play (official's judgment)



Contacting the Ball



- A contact is any touch of the ball by a player
 - Exception: Player's loose hair
- 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
- 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 team's have simultaneous contact by opponents, or an action to block, the next contact is considered the team's first hit

Contacting the Ball



- A ball is considered to have crossed the net when:
 - The ball has passed completely beyond the vertical plane of the net
 - It is partially over the net and is contacted by an opponent
 - No part of the ball has crossed the net and it is legally blocked
- 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 the player's body

Simultaneous Contact



- Simultaneous contact is more than one contact of the ball made at the same instant
 - When one player contacts the ball with two or more parts of the body at the same instant
 - When teammates contact the ball at the same instant
 - Any player may make the next contact
 - A “joust” occurs when two opponents cause the ball to come to rest above the net through simultaneous contact
- When opposing players contact the ball at the same instant, the player on the opposite side of the net from which the ball falls is considered the player to have touched the ball last
 - The other player may participate in the next contact
 - The simultaneous contact shall not count as a hit

Successive Contact

- 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:
 - Simultaneous contact by teammates
 - Simultaneous contact by opposing players
 - 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

Multiple Contacts

- Multiple contacts are more than one contact by a player during one attempt to play the ball
- Multiple contacts are permitted only:
 - When the first ball over the net rebounds from one part of the player's body to one or more other parts of the body in one attempt to block
 - On any first team hit, whether or not the ball is touched by the block
 - "Any first team hit" is not restricted to the first contact after the serve
 - Anytime the ball crosses the net can have a first team hit

Penalties

- Loss of rally/point is awarded to the opponent when
 - A team has more than three hits
 - There is any illegal contact
 - There is any illegal successive contacts
 - There is any illegal multiple contacts

Player Actions - Definitions

- Pass – A play in which the ball is hit into the air so another player can get into position to contact the ball
 - 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
 - Overhead pass (setting action) – two hand finger action directing the ball
 - Set – Two or one hand finger action directing the ball to an attacker
 - Dig – an underhand or overhead defensive saving skill in which the ball is contacted by the forearms, fists, hands, legs, or feet.





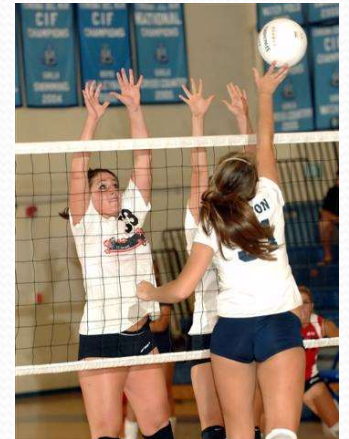
Player Actions - Definitions

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

- Spike – an attack play in which the ball is forcibly hit into the opponent's court with a one hand overhead motion
- Tip – A finger tip attack on the ball which directs the ball into the opponent's court
- Dump – A fingertip attack most commonly used by a setter on the second hit to direct the ball into the opponent's court
- Overhead pass – two hand finger action directing the ball over the net
- 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 blocked

Player Actions - Definitions

- Block – the action of a player or players 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 with the ball.
 - Block Attempt – the action of blocking without touching the ball
 - An attempt to block does not constitute a block
 - Completed Block – when the ball is touched by a blocker
 - Only front row players are permitted to complete a block
 - 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



Player Actions - Definitions

- A block may involve wrist action provided there is no prolonged contact with the ball
- If a player near the net is reaching above the height of the net and opponents legally cause the ball to contact her, the player is considered 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)



Player Actions

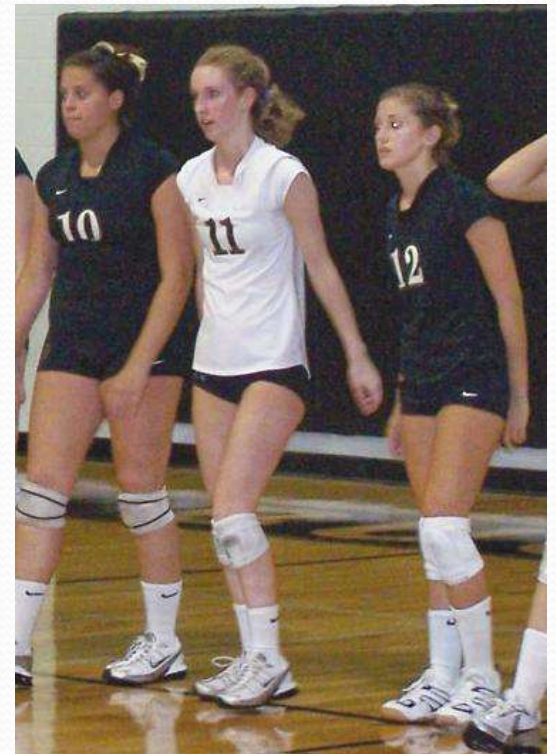
- Front-row players may contact the ball from any position inside or outside the court provided the ball has not completely crossed the vertical plane of the net or the net extended
- Back-row players while positioned behind the attack line, may contact the ball from any position inside or outside the court above or below the top of the net
- 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

Player Actions

- A back-row player shall not:
 - Participate in a completed block
 - Attack a ball which is completely above the height of the net while positioned:
 - On or in front of the attack line or its out-of-bounds extension
 - In the air, having left the floor on or in front of the attack line or its out-of-bounds extension
- An illegal back-row attack shall not be called until the ball has completely crossed the net or is legally blocked by the opponent

Player Actions

- A libero shall not:
 - Complete an attack from anywhere if at the moment of contact, the ball is entirely above the height of the net
 - 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
 - Block or attempt to block
 - Rotate to the front row



Player Actions

- 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
- A player may cross the extension of the center line outside the court at any time provided 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 foul

Net Play

- 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.
- Recovering a ball hit into the net shall be permitted.
- 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.

Net Play

- 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 attacking team has completed its three allowable hits
 - The attacking team has had the opportunity to complete the attack
 - Or, in the referee's judgment, directs the ball toward the opponent's court
 - 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
- Blocking a served ball is not permitted

Net Play

- 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

Net Play

- A net foul occurs while the ball is in play and
 - A player contacts any part of the net and its cables
 - It is not a foul when
 - Loose hair touches the net
 - The ball pushes the net into the player
 - A player gains an advantage by contacting the cables, standards, or referee's platform
 - There is dangerous contact with the cables, standards, or referee's platform
 - There is interference by a player who makes
 - Contact with an opponent which interferes with the opponent's legitimate effort to play the ball
 - 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 foul or over-the-net-foul, loss of rally/point is awarded to the opponent

Fouls

- A foul is a failure to play as permitted by the rules
- A **double foul** occurs when opposing players commit rule violations at the same instant
- A **multiple foul** occurs when the same team commits more than one violation of a single rule at the same instant during play or dead ball
- A **simultaneous foul** occurs when a team violates more than one rule at the same instant during play or dead ball
- A **double hit** occurs when a player's successive or multiple contacts are illegal
- A **foot fault** occurs when a player violates the serving area or center line restrictions

Penalties For Fouls

- For a single foul, double hit, or foot fault – Loss of rally/point is awarded to the opponent
- For a double foul during a
 - Live ball play – A replay is called
 - Dead ball – The penalty is assessed against the serving team followed by the receiving team with both teams rotating
- For a multiple foul, only one penalty is assessed
 - Loss of rally/point, or charged time-out
- For simultaneous foul during a
 - Live ball play, only one penalty is assessed
 - Dead ball, all applicable penalties are assessed

Replay

- 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 referee's inadvertent whistle interrupts play
 - A timer's audio signal interrupts play
 - A player unintentionally serves the ball prior to the first referee's signal to serve
 - There is a double foul during a live ball
 - There are conflicting calls which the first referee cannot resolve

Replay (continued)

- In the judgment of the referee, a player's legitimate effort to legally play the ball is affected by a
 - Nonplayer anywhere in a playable area
 - Wall, floor obstacle or nonplayable area within 6 feet of the court
 - Ball becoming motionless in the net inside the net antennas or on/in an overhead obstruction over a playable area (Exception – third hit)
- Play is interrupted because
 - A foreign object enters the proximity of the playing area
 - A referee determines that a player has been injured
- 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

Unnecessary Delay

- Unnecessary delay includes, but is not limited to
 - When a team is not immediately ready to start play when indicated by a referee
 - Delay results from a substitution attempting to enter or when a player in the set is wearing illegal equipment/uniform
 - A coach/captain makes excessive requests for the serving order
 - A team delays substitution
 - An illegal substitute enters or attempts to enter the set
 - An illegal replacement attempts to enter the set
 - Note – This would be illegal alignment once signal for serve is initiated

Unnecessary Delay (continued)

- A team repeatedly uses illegal substitution procedure
- A coach does not make a decision about an injured player within 30 seconds
- A delay is caused by cleaning up liquid or other substance used by a team during a time-out
- A team does not confer in the team's bench or court area during a time-out
- A team requests a time-out in a set after it has taken its allotted timeouts
- The libero enters the court outside the libero replacement zone

Unnecessary Delay Penalty

- **Penalty** – For a coach, player, substitute or team charged with unnecessary delay
 - A time-out shall be assessed and the 60 seconds given.
 - The opponent has the right to use the full 60 seconds charged to the offending team
 - If the team has used two time-outs already
 - Loss of rally/point is awarded to the opponent and the set is resumed immediately