



COMPARISON OF SIGNIFICANT RULES NCAA Women's Rules and USAV Domestic Competition Regulations 2006-2007


	NCAA	USA Volleyball
1. Playing surface	The playable surface consists of the court & at least 2 meters surrounding it, which must be flat & smooth. Additional playing area can have a <u>lower</u> surface by up to ½" as long as both surfaces are safe.	Entire playing surface must be flat, horizontal, & uniform (e.g. playing surface ends at the edge of the Sport Court). The ball may be retrieved from beyond the free zone when the surface is <u>lower</u> by up to ½" or less and the area is free of obstructions.
2. Extended attack lines	<u>Required.</u>	Required for nationally sanctioned competitions, optional for all other competitions.
3. Media placement	Equipment and personnel cannot be in front of benches or in between attack lines extended on bench side. In other areas, must be within 1 meter of the barrier limiting the playable area.	Not specifically addressed, but 2 meters of free space surrounding the court are required.
4. Overhead clearance	12.5 meters (41 ft.) is recommended. <u>For new facilities put into use after 2006, 7.62 meters (25 ft.) is required.</u>	<u>For nationally sanctioned competition, 7.01 meters (23 ft.) is required,</u> & is recommended for all other competitions.
5. 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 the end line, a line will be placed within the court boundaries to indicate the minimum 2 meters required by rule.
6. Warm-up area	Warm-up area begins at the end line or the end of the team bench, whichever is nearer to the scorekeeper's table. <u>May extend to within 2 meters of the sideline or service zone, as long as substitutes' position does not interfere with the officials' duties.</u>	Warm-up area starts at the end of the team bench or bench area, and may be no nearer the court than the front of the team bench. Substitutes must not interfere with officials' duties.
7. Penalty area	Not used.	Recommended - 1 x 1 meter area beyond the end line outside the playable area with 2 chairs.
8. Temperature	No minimum or maximum temperature designated.	Minimum temperature of 10 degrees Centigrade (50 degrees F).
9. Lighting	Specifications per Illuminating Engineering Society of North America.	300 lux (27.9 foot candles) required.
10. Exposed cable	Must be covered.	Must be clearly identified.
11. Band at top of net	May be 2" to 3 1/8 "	<u>May be 2" to 2 ¾"</u>
12. Net sleeves.	Allowed on top of the net only, if secured in a way that net height and play are not affected and not greater than 3 3/8" wide.	Not specifically addressed by rule.
13. Net markings	Advertising is allowed on top tape, bottom tape, and/or tape outside the antennas.	Not specifically addressed by rule.
14. Net posts	Recommended distance from sideline is 1 meter (39").	Distance from sideline is .5 to 1 meter (20"-39").
15. Ball characteristics	Surface must be a uniform, light color or a combination of colors with at least one-third	Surface must be uniform, light color or combination of colors,

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	of surface white or light	
16. Rosters	Not utilized. Designated coaches must be listed on first game line-up sheets.	All team members including managers, trainers, etc. are listed on roster.
17. Captain designation	One player must be designated as captain on the lineup sheet for each game. That player remains captain unless she leaves the game.	One team member (not the Libero) must be designated as team captain on the roster, and is captain anytime s/he is on the court. If the team captain is not on the starting lineup, another player must be designated to serve as the game captain any time the team captain is not on the court.
18. Limit to team members	No limit to the number of players on a team, or the number of coaches/staff.	Limited to 15 players and 5 coaches/staff.
19. Non-disruptive coaching - ball in play	Coaches may stand directly in front of and near the bench or in the warm-up area.	Coaches may stand during play.
20. Non-disruptive coaching - ball out of play	<ul style="list-style-type: none"> No restriction regarding coach's location while on the bench. A designated coach may address referee to clarify ruling or confirm TO/sub information, but may not enter the substitution zone to discuss a judgment decision. Coach(es) must not remain in substitution zone during play. 	<ul style="list-style-type: none"> If seated, coach required to sit on bench nearest the scorekeeper. <u>Head</u> coach may stand or walk within free zone in front of team bench without disrupting match.
21. Designated coaches	All coaches must be designated on the line-up sheet for game one. Any designated coach may call for interruptions and instruct players.	A head coach must be designated on the roster. Only the head coach may request interruptions.
22. Individual sanctions	<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 in one hand.
23. Expulsion & disqualification	<ul style="list-style-type: none"> Result in penalty point for the opponent, who then serves next. Expelled players remain seated on bench for remainder of game. Expelled coaches leave the playing, bench, warm-up & spectator areas. Disqualified team members must leave team, playing and spectator areas for the remainder of the current match and the entire next match. 	<ul style="list-style-type: none"> No penalty point assessed. If a penalty area is available, expelled team members must remain seated there for remainder of set. If no penalty area is available, expelled players or substitutes remain seated on bench for remainder of set. Other expelled team members must leave playing, bench and warm-up areas. Disqualified team members must leave playing, bench, warm-up and spectator areas for the remainder of the current match.
24. Team sanctions	<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.
25. Duration of sanctions	For the game.	For the match.
26. Team sanction progression	Improper request in same game after a	<u>Improper request after a team delay has</u>

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	team delay has been assessed results in a team delay penalty.	<u>been assessed results in an improper request.</u>
27. Sanction procedures	<ul style="list-style-type: none"> When a player on court receives sanction, the captain will come to the stand to acknowledge the sanction. When a team member on bench is sanctioned, or a team delay sanction is assessed, the second referee will immediately & clearly inform a coach. When an improper request is assessed, the second referee will inform a coach at the end of the rally. 	<ul style="list-style-type: none"> A player on court who receives a sanction will come to the referee stand to acknowledge the sanction. When a team member on bench is sanctioned, the game captain will come to the referee stand and the first referee will explain the sanction. The captain communicates the information to that team member, who will acknowledge the sanction with a raised hand. When a team delay sanction is assessed, the captain will come to the referee stand and the first referee will explain the sanction. The captain or second referee will inform the head coach if needed. When an improper request is assessed, the second referee will inform the head coach (or the first referee will inform the captain) at the first opportunity without delaying the match.
28. Uniform sleeve length	Uniforms must have identical sleeve length.	Short sleeve and long sleeve jerseys are considered identical.
29. Uniform number placement	In the front, the number must be either centered or placed on one shoulder with the top of the number no more than 5" down from the shoulder seam	In the front, the number must be either centered or the top of the number must be no more than 5" down from the shoulder seam and the medial edge of the number no more than 3" from the midline of the jersey. <u>As of Nov. 1, 2007, numbers must be centered on the front and back of the jersey.</u>
30. Libero uniform	<ul style="list-style-type: none"> The libero's shorts must be identical to teammates. Libero may wear a bib or vest to differentiate from teammates as long as the player's number is visible. 	<ul style="list-style-type: none"> The Libero's shorts may differ from teammates'. Only a re-designated Libero may wear a bib or vest, and that player's number must be visible.
31. Jewelry	Not allowed (exception – medical or religious identification may be removed from chain and taped or sewn under the uniform).	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).
32. Sanction for jewelry in pre-match warm-up period	First, ask player to remove jewelry (with no interruption to warm-up); if an interruption occurs, TYC issued.	Not addressed, but referees are responsible for safety of participants during warm-up period and should ask players to remove jewelry during warm-up period, with no sanction (per USAV Rules Interpreter).
33. Reporting after the interval between games	<u>If a team is not ready to play at the start of a game, a team delay will be issued. If the delay continues, each additional 30 seconds for a maximum of five minutes, will result in a team delay penalty. After five minutes, the game shall be defaulted.</u>	A team that, without justifiable reason, does not appear on court on time defaults the match.
34. When game officially ends and the interval between games begins	When the first referee 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 set".
35. Pre-match warm-ups	<ul style="list-style-type: none"> Warm-up protocols are defined by rule, including availability of the court 1 hour 	First referee has primary responsibility for controlling the teams' warm-ups, however,

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	<p>prior to match time.</p> <ul style="list-style-type: none"> When both teams are on court, all warm-up activities must be on the team's own playing area When one team has exclusive use of the court, the other team must remain off of the playable surface. 	both referees should monitor the warm-up period to ensure safety.
36. Pre-match warm-up procedures - sharing the court	<p>Shared hitting is not allowed during the warm-up period.</p> <p>Shared serving is not allowed during the warm-up period.</p>	Neither shared hitting nor shared serving are prohibited by rule. Ten minutes of warm-up is recommended and can be used as shared time, or separated. Both referees are responsible for monitoring the warm-up period to ensure safety.
37. Warm-up between games	Neither hitting nor serving is allowed between games. Players may use balls on their own side of the playing area.	Players may warm-up with balls on their own court or in their free zone only.
38. Coin toss/choice of playing area	<ul style="list-style-type: none"> <u>Any team representative may attend pre-match meeting and coin toss.</u> Home team designates their playing area for the first game one hour prior to the match. Pre-match coin toss is for serve/receive only, and is called by the visiting team representative. Deciding game coin toss is called by the home team representative, and is for serve/receive or playing area. 	<ul style="list-style-type: none"> Captains must attend the coin toss. Both pre-match coin toss and deciding game coin toss are for serve/receive or choice of playing area.
39. Ball use during timeout	Allowed off-court.	Not allowed.
40. Line-ups due for first game	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.	Line-ups for both teams are due two minutes prior to the start of match. If used, Libero number must be marked on line-up sheet for each set.
41. Third timeout request	Sanctioned with a team delay.	Improper request unless the timeout is granted in error, then a team delay results.
42. Length of timeout	60 seconds. Warning whistle 15 seconds before end of timeout.	30 seconds. No warning whistle before the end of timeout.
43. Timeout ends early if both teams are ready	YES.	NO.
44. Requesting a timeout, substitution, or line-Up check	<ul style="list-style-type: none"> Designated coach(es) or captain may make request. Coach(es) must be near the substitution zone to make request. 	<ul style="list-style-type: none"> Head coach or captain may make request. Head coach must be in the bench area to make request.
45. 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 – although referees may direct teams to benches for administrative purposes. Coaches and non-playing team members may not enter the court.
46. Who can request substitution	Any designated coach, or playing captain.	Head coach or playing captain.
47. Multiple substitution procedure	All incoming substitutes may enter the substitution zone at one time.	Only one incoming substitute can be in the substitution zone at a time.
48. Exceptional substitution	<ul style="list-style-type: none"> <u>Does NOT count as a team substitution.</u> Player replaced by exceptional substitute may not return to that game 	<ul style="list-style-type: none"> Does NOT count as a team substitution. Player replaced by exceptional substitute may not return to the match.
49. Maximum team substitutions	Fifteen team substitutions per game.	Twelve team substitutions per set.
50. Communicating substitutions used to bench.	Second referee informs coach when the 12 th , 13 th , 14 th , and 15 th substitutions have	Second referee informs coach when the 10 th , 11 th and 12 th substitutions have been

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	been used.	used.
51. Substitutions requests in conjunction with timeouts	A substitution request may be followed immediately by a timeout request. Any number of substitution requests may be made during a timeout. An additional request may be made at the end of the timeout.	Only one request for substitution can be made in each game interruption (dead ball), even if a timeout is granted.
52. Libero as captain.	Allowed.	Not allowed.
53. Libero service restrictions	Libero may serve in one rotation in a game.	Libero may not serve.
54. Libero replacements	A rally must take place between two libero replacements unless the next action the libero will take is to serve.	A rally must always take place between two Libero replacements.
55. Incorrect libero replacement	<ul style="list-style-type: none"> • Can be corrected by the team prior to the next service contact without fault. • If officials get involved with correction, a team delay is charged. • If play begins (service contact) with incorrect replacement, a position fault occurs. 	<ul style="list-style-type: none"> • Can be corrected by the team prior to the next service contact without fault. • Officials do not correct errors, even if recognized prior to next service contact. • If play begins (service contact) with incorrect replacement, a position fault occurs.
56. Redesignation – injured libero	When the libero is injured and another player is redesignated as libero, the injured libero cannot play in the remainder of that game.	When the Libero is injured and another player is redesignated as Libero, the injured Libero cannot play in the remainder of the match.
57. Prolonged delays	If a delay due to unusual circumstances results in a match being resumed (at any place/time), it will always be resumed at the point of delay.	<ul style="list-style-type: none"> • Less than 4 hours, same court – resume at point of interruption. • Less than 4 hours, different court – replay set in progress at interruption • More than 4 hours, replay match
58. Toss for service	<ul style="list-style-type: none"> • One toss for service after the service is authorized. • Time allowed for service contact – eight seconds 	<ul style="list-style-type: none"> • One toss for service after the service is authorized. • Time allowed for service contact – eight seconds. • Exceptions - 14 and under divisions & regional development divisions – two tosses with 5 seconds allowed after each beckon.
59. Points removed due to wrong server or illegal player in the game	When points are removed, timeouts by the team not at fault, as well as libero replacements, substitutions, and team sanctions by either team during that span of points are removed. Timeouts taken by the team at fault and individual sanctions assessed to either team are not removed.	When points are removed, timeouts by the team not at fault, as well as Libero replacements, substitutions, and team sanctions by either team during that span of points are removed. Timeouts taken by the team at fault and individual sanctions assessed to either team are not removed.
60. Ball penetrating the vertical plane	A ball penetrating the vertical plane of the net over the net may be returned to a team's playing area by a player on that team provided the ball has not completely crossed the vertical plane when the contact is made.	A ball penetrating the vertical plane of the net may be returned to a team's playing space by a player on that team provided the player's contact with the ball is made within his/her own playing space.
61. Net contact	<p><u>A player who contacts the net while faking an attack is only guilty of a net fault if:</u></p> <ul style="list-style-type: none"> • <u>the player is close enough to the ball for their action to be reasonably considered "playing the ball", or</u> • <u>regardless of the player's proximity to the ball, if the contact with the net is</u> 	<p>A player who contacts the net while faking an attack is only guilty of a net fault if:</p> <ul style="list-style-type: none"> • the player is close enough to the ball for their action to be reasonably considered "playing the ball", or • regardless of the player's proximity to the ball, if the contact with the net is

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	<u>significant enough to interfere with play.</u>	significant enough to interfere with play.
62. Contacting the ball while in the body of net on opponent's side	Net foul called (by either official) if contact is deemed intentional to prevent further play.	If the player initiates contact of the net by moving hands/arms forward, net fault occurs.
63. Contact with net cables outside the net	Legal unless contact interferes with play or used for support while playing the ball.	Legal unless contact interferes with play.
64. Retrieving the ball from the opponent's free zone	Assuming 2 meters of clearance outside net standard & referee stand: If, after first contact, the ball travels over or outside the antenna to the opponent's free zone, a player may retrieve that ball by traveling outside the net pole. The return path of the ball must be over or outside the same antenna.	Assuming 2 meters of clearance outside the net standard, referee stand, or other court equipment: If the ball travels over or outside the antenna to the opponent's free zone, a player may retrieve that ball as long as no center line fault occurs. The return  of the ball must be over or outside the same antenna.
65. Crossing the center line	Player may penetrate the opponent's court with any body part. Players may penetrate the opponent's court with an entire foot or hand or any other body part(s), provided the encroachment does not present a safety hazard, does not interfere with the opponents, and some body part is on/over the center line.	Player may penetrate into the opponent's court with hand(s) or feet, provided some part of the hand(s)/ foot/feet remains either in contact with or directly above the center line.
66. Match length	All matches are best 3 out of 5 games (exception - some high school and NJCAA play).	Matches may be the best 2 out of 3 sets, or 3 out of 5 sets.
67. Protest by coach	Allowed (no timeout charged).	NO. Coach may act as the captain for 14 and Under divisions.
68. First/Second referee duties	<ul style="list-style-type: none"> • First referee controls player conduct during the pre-match warm-ups. Second referee times the warm-ups. • Either referee should call net faults; first referee hesitates briefly to avoid double whistles on net faults. • Second referee calls (whistles) antenna faults on either antenna • Referees do not check scoresheet for accuracy after the match is completed. 	<ul style="list-style-type: none"> • First referee controls player conduct during the pre-match warm-ups. First referee also times the warm-ups. • First referee has primary responsibility for net faults on the upper part of the net, but can whistle any net fault. Second referee can whistle any net fault. • Second referee calls (whistles) antenna faults on his/her side of the court. • Referees check the scoresheet for accuracy at the end of the match.
69. Referee signals	<ul style="list-style-type: none"> • If the fault is whistled by the first referee, the first referee indicates the nature of the fault, the player at fault if necessary, and then which team scores and serves next, using the "point" signal. All signals are repeated by the second referee (except net serve and service beckon). • If the fault is whistled by the second referee, the second referee will signal the nature of the fault and the player at fault if necessary, which the first referee repeats. The first referees then indicates which team scores and serves next, using the "point" signal, and the second referee repeats that signal. 	<ul style="list-style-type: none"> • If the fault is whistled by the first referee, the first referee indicates which team scores and serves next, using the "loss of rally" signal, then the nature of the fault and the player at fault if necessary. All signals are repeated by the second referee (except net serve and service beckon). • If the fault is whistled by the second referee, the second referee will indicate the nature of the fault and the player at fault if necessary. The first referee then indicates the next team to serve and the second referee repeats that signal. The first referee does not signal the fault or player at fault.

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COMPARISON OF TECHNIQUES & MECHANICS NCAA/PAVO AND USA VOLLEYBALL 2006-2007

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1. Referee signal sequence	<ul style="list-style-type: none"> • If the fault is whistled by the first referee, the first referee indicates the nature of the fault, the player at fault if necessary, and then which team scores and serves next, using the "point" signal. All signals are repeated by the second referee (except net serve and service beckon). • If the fault is whistled by the second referee, the second referee will signal the nature of the fault and the player at fault if necessary, which the first referee repeats. The first referees then indicates which team scores and serves next, using the "point" signal, and the second referee repeats that signal. 	<ul style="list-style-type: none"> • If the fault is whistled by the first referee, the first referee indicates which team scores and serves next, using the "loss of rally" signal, then the nature of the fault and the player at fault if necessary. All signals are repeated by the second referee (except net serve and service beckon). • If the fault is whistled by the second referee, the second referee will indicate the nature of the fault and the player at fault if necessary. The first referee then indicates the next team to serve and the second referee repeats that signal. The first referee does not signal the fault or player at fault.
2. Second referee position at end of rally	When the second referee's whistle ends a rally, s/he should step to the offending team's side of the net, and signal the fault. If the first referee's whistle ends the rally, step to either side of the net pole to mimic the fault immediately after the first referee.	When the second referee's whistle ends a rally, s/he should step to the offending team's side of the net, and signal the fault. When the first referee's whistle ends the rally, it is recommended (but not required) that the second referee steps to the offending team's side of the net and mimic the signals of the first referee.
3. Illegal attack signal	Place the arm on the offending team's side to the side of the body at head height, elbow bent at a right angle, and then make a forward and downward motion with one arm from the shoulder with the forearm and hand. Indicate the player at fault if necessary by pointing with an open hand.	Completely extend the arm straight up, hand open, on the offending team's side, and make a downward motion over the net, palm down. Indicate the player at fault if necessary by pointing with an open hand.
4. Illegal block/screening signal	Raise both hands to the side at head height, elbows bent at right angles, palms facing away from body.	Completely extend both arms straight up from the shoulders (elbows are not bent), palms facing away from the body.
5. Ball crosses under net signal	Point to the center line area with an open hand.	Point to the center line area with an extended index finger.
6. Second referee "ready" signal	Traditionally indicated by extending one hand/arm toward first referee and making eye contact.	Traditionally indicated by holding both hands in front of body at head height, palms toward first referee.
7. Signal for same player making 3 rd and 4 th team contact	Signal "four hits".	Signal "double contact".
8. Indication of which player(s) contacted the net	Referee making the net call indicates the number of the player(s) at fault to other referee; the other referee repeats the number.	Indicate the player at fault by pointing with an open hand.

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9. Timeout administration	<ul style="list-style-type: none"> Teams not required to leave court; timeout may be held anywhere in the facility except the opponent's team area. Second referee whistles 15 seconds prior to the end of the timeout if teams have not re-taken court. Teams may re-take court at any time; timeout may end early if both teams are ready to play. 	<ul style="list-style-type: none"> Teams are not required to leave the court and go to the bench area. Second referee whistles at end of 30 seconds. Teams may re-take court prior to expiration of timeout, unless necessary for court to remain clear; however, timeout will not end early.
10. Roster verification	Rosters not utilized, although referees still visually review team uniforms and player numbers for legality.	Rosters verified pre-match by scorekeeper, assisted by second referee. Both referees visually review uniforms for legality.
11. Improper request technique	Without card, hold palm of one hand against the opposite wrist. Second referee communicates to a coach at the end of the rally.	"Wave off" request with one hand/arm. Second referee communicates to coach (or first referee to captain) at earliest opportunity, without delaying the match.
12. First referee whistling positional faults on receiving team	Confer with the second referee; discreetly signal to second referee.	First referee is authorized to check position faults for serving team only; second referee is authorized to check position faults for receiving team only.
13. Line judge position during timeouts	At intersection of attack line & sideline, near first referee.	At midpoint of respective end line.
14. Multiple substitutions by one team	Allow all incoming and outgoing players to be in substitution zone until authorized to enter.	Only one incoming and outgoing player may be in substitution zone at a time awaiting authorization to enter.
15. Substitutions by both teams on same dead ball.	Second referee whistles to acknowledge first request, and may administer both teams' substitutions without repeating the whistle (unless necessary).	Second referee should whistle to acknowledge first request and repeat the whistle to administer the second team's request also.
16. Referee technique at end of game preceding extended intermission.	Dismiss teams to their benches.	Referee signals for teams to change courts after each set.
17. First/second referee duties	<ul style="list-style-type: none"> First referee controls player conduct during the pre-match warm-ups. Second referee times the warm-ups. Either referee should call net faults; first referee hesitates briefly to avoid double whistles on net faults. Second referee calls (whistles) antenna faults on either antenna Referees do not check scoresheet for accuracy after the match is completed. 	<ul style="list-style-type: none"> First referee controls player conduct during the pre-match warm-ups. First referee also times the warm-ups. First referee has primary responsibility for net faults on the upper part of the net, but can whistle any net fault. Second referee can whistle any net fault. Second referee calls (whistles) antenna faults on his/her side of the court. Referees check the scoresheet for accuracy at the end of the match.