

**OHSBVA
VOLLEYBALL
RULES BOOK
2010**

OHSBVA VOLLEYBALL RULES BOOK, 2010

INTRODUCTION

The Ohio Boys Scholastic Volleyball Coaches Association (OBSVCA) is pleased to publish the rules that govern play for the Ohio High School Boys' Volleyball Association (OHSBVA) 2010 season.

For ease of use, these rules reflect the style of the rules published by the National Federation of State High School Associations (NFHS) and that are used for Ohio High School Athletic Association (OHSAA) high school girls' volleyball. There are key variances from NFHS rules that have been approved for boys' high school volleyball. Rule differences are clarified and in greater detail in several other documents including both short and full versions of Rules Comparisons that show differences between OHSBVA, NFHS/OHSAA, USA Volleyball Domestic Competition Regulations (DCR) and PAVO (NCAA college women's volleyball) rules.

Within these OHSBVA rules, exceptions to NFHS rules are shown in **bolded red**. NFHS changes are in **brown**. 2010 rules exceptions are also compiled in a separate document for easier review and for portability when you officiate. Available training materials and other rule-related documents are viewable at www.ohioboysvolleyball.com/. Be sure to check frequently to be aware of new documents as well as clarifications provided by our State Rules Interpreter.

Please share any feedback or ask any rules questions you might have.

Casey Marcello, President
Ohio High School Boys Volleyball Association

Larry Worth, President
Ohio Boys Scholastic Volleyball Coaches Association

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2009-10 NFHS Volleyball Rules Changes and Comments

- 2-1-1** Clarifies the court and the adjacent playable area must be flat, smooth and free of obstructions other than required equipment and padding.
- 3-2-1** Beginning in 2010-11, the competition volleyball may be either 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. **[OHSBVA already uses the red/white/blue Molten Pro-Touch volleyball.]**
- 4-1-5** Unadorned bobby pins, no longer than 2 inches, may be worn to control a player's hair.
- 5-3-4d** Prior to the deciding set, captains will be called for the coin toss by the first referee and then teams shall be released to their team benches.
- 5-4-3b** The second referee has the responsibility to manage illegal libero replacements.
New 10
- 9-4-5** A legal contact is a touch of the ball by any part of the player's body. **[OHSBVA already has this rule.]**
- 10-2-3, 10-2-7c** If more than one substitution is to occur, the substitutions shall be made in succession. One pair of players after another and only one substitute shall be in the substitution zone at a time.
- 12-2-5** Clarifies when an assistant coach may stand and actions the coach may perform.
- 12-2-6, 9-1-1, 10-2-7a(1)** During play, allows the head coach to stand in the replacement zone, no closer to the sideline than 6 feet, to coach his/her players. **[OHSBVA allows one coach and only one coach to stand on a live ball but doesn't require it to be the head coach. OHSBVA is adopting the 6 feet requirement.]**

Major Editorial Changes

1-2-1, 1-8, 3, 4-1 Heading, 5-1-1, 5-2-1 NOTE, 5-3-3c (21), 10-3-5, 11-4-2, How to Use The Signals: 4, 19, 20, 21; Casebook: 4-1, 10-3-5, Signals: New b, 6 NOTE, 13, 20, 21, 23

Points of Emphasis

(For a complete discussion of the points of emphasis, see page 27)

1. Head Coach Standing
2. Match Officials' Responsibilities
3. Ball Handling
4. Libero Uniform

ADMINISTRATIVE RULES

1. Teams are limited to 24 allowable matches on 20 play dates. This is a rules exception to OHSAA administrative rules.
2. Coaches may arrange and teams may play no more than four (4) matches on a single day and may count this as two (2) play dates.
3. Regarding off-season coaching, a coach may have players from his/her school on the team with the following restrictions: off-season teams (such as club/OVR teams) are limited to having no more than three (3) players from the same school on the team, which is consistent with the limitation enforced by the OHSAA and is based on the same rationale – to avoid giving OHSBVA “teams” an advantage and having club teams simply be an extension of a high school team's volleyball season.

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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.

ART. 2 . . . A match shall include let serve. **[Referred to by OHSBVA as "net serve" to match verbiage within volleyball world.]**

ART. 3 . . . A match shall include two time-outs per set.

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. **[OHSBVA: All sub-varsity matches shall consist of the best two-out-of-three sets with a deciding set played to 25 points, win by 2 points, no cap. Varsity tri-meets, quads and tournaments may be best-2-of-3 sets of best-3-of-5 sets, announced in advance to participating teams and to the referees so that no one is surprised. Unless there are time constraints, a deciding third set is played to 25 points, win by 2 points, no cap.]**

SECTION 3 SCORING POINTS

ART. 1 . . . A point shall be scored by the opponent each time a team commits a fault.

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.

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.

[OHSBVA: In deciding sets to 15, a court switch occurs (teams move to the right in changing courts) at 8 points and, in deciding sets to 25 points, a court switch occurs at 13 points. If the switch is not made timely, it shall be made as soon as the referees realize they missed the required switch. The switch is made without delay (no getting water or toweling off at the bench and player positions remain the same. A lineup check would be honored if either team requests one. The court switch occurs outside the R1 stand and the R2 post if the court permits such latitude and not under the net.)

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 PRE-MATCH CONFERENCE

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

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

ART. 3 . . . During the pre-match 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 . . . If necessary, prior to the deciding set of a match, 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 7 SUSPENSION

ART. 1 . . . If a match is 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 will be the same when it 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 faculty representative is present to assume responsibility for the team.

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ART. 3 . . . The score of a forfeit 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 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 warm-ups, 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 side 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 (5cm) wide line is permissible. A shadow line is a line that designates the required 2-inch width by use of border or outline lines at least ¼-inch (.64 cm) wide, which shall be within the 2-inch 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 (5cm) 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.

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

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:

- Touches 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;
- Touches the floor completely outside the court's boundary lines;
- Touches the net antennas above or within the net or does not pass over the net entirely between the net antennas;

[OHSBVA: A ball that is over or outside the antenna without touching the antenna becomes dead when it completely passes the vertical plane of the net and no part of the ball is on plane. The concept that the ball is considered out of bounds when it does not pass over the net entirely between the antennas applies to a ball that is directed toward the opponent's court. If the ball is directed back toward the court of the team that touched it last, the ball is not out of bounds and remains live unless the ball contacts an antenna or a fixture outside the antenna.]

- Touches the net cables or net not completely inside the antenna, net supports or first referee's platform;
- Touches a nonplayer who is not interfering with a player's legitimate effort to play the ball;

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- 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 (first) 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 nonplayer 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 non-playable area that is less than 6 feet (2 meters) from a boundary line, or a non-player causes the interference, a replay is declared provided the player had a legitimate play on the ball.**
- 2. **When, in the judgment of the first 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.**

Rule 3 Game Equipment

SECTION 1 THE NET AND MARKINGS

ART. 1 . . . The net shall be 3 feet (1 meter) wide overall and at least 32 feet (9.5 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 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.

Through the top shall run a 1/8 to 3/16-inch-diameter flexible steel cable (or aramid-type fiber cable no more than 1/4-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 1/4-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 1/2 to 1-inch-diameter wooden, metal or fiberglass rod which, when the net is installed, holds the sides perpendicular to the floor.

NOTE: 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 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 of 5½ feet with at least 1/2-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

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net. The net measured at the ends shall not exceed these heights by more than $\frac{3}{4}$ inch (1.92cm).

ART. 5 . . . Net antennas shall be attached to the net in line with the outside edge of the sideline and extended upward at least 2 $\frac{1}{2}$ feet but no more than 3 $\frac{1}{2}$ 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 $\frac{3}{8}$ 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 and 12 inches wide, and that steps up to the platform be provided.

SECTION 2 THE BALL

ART. 1 . . . The ball shall be spherical with a laceless molded cover of 12 or more panels (all of which shall be solid white) of genuine or simulated smooth leather (not suede). 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.

NOTE: Beginning in 2010-11, 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. [See OHSBVA note below.]

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

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



A current list of NFHS authenticated products can be found on the Website, www.nfhs.org. [However, OHSBVA already requires the Molten Pro-Touch as the approved competition volleyball, with or without the NFHS stamp.]

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, and uniform/equipment violations.

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

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

SECTION 4 THE OFFICIALS' TABLE

ART. 1 . . . The officials' table, where the official scorer, libero tracker and 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

ART. 1 . . . 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 (head coach or athletic director).

Rule 4 Player Equipment and Uniform

NOTE: Prior to each match, head coaches shall verify that all their players are legal and wearing legal uniforms and equipment.

SECTION 1 EQUIPMENT

ART. 1 . . . A guard, cast or brace made of hard and unyielding leather, plaster, pliable (soft) plastic, metal or any other hard substance, even though padded, is not permitted on the finger, hand, wrist or forearm.

ART. 2 . . . Supports/braces are permitted on other parts of the body (an elbow brace shall not extend more than halfway down the forearm) if in the judgment of the first referee, they are not considered dangerous. The first referee shall, however, require a support/brace to be covered or padded if a sharp edge or point is exposed.

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ART. 3 . . . Artificial limbs are permitted when they are:

- a. No more dangerous than the corresponding human limb, or
- b. Adequately padded.

A letter of permission from the state association must be made available to the officials.

ART. 4 . . . Any equipment that in the judgment of the first referee increases a player's advantage or presents a safety concern, i.e., towel tucked in uniform waistband, is prohibited.

ART. 5 . . . Hair devices made of soft material **or unadorned bobby pins, no longer than 2 inches**, may be worn to control the hair. Hair adornment made of soft material and no more 2 inches wide may be worn.

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.

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 the official 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 players on a team shall wear:

- a. Like-colored uniforms consisting of shirts and shorts, pants or skirts in one or two pieces, with the exception of the libero whose uniform shall meet the requirements in 4-2-2;
- b. Uniforms that are free of hard and unyielding items (buttons, zippers, snaps, fasteners, etc.);
- c. Uniforms which may include compression shorts that are unadorned and of a single color similar to the predominant color of the uniform bottom;
- d. Uniforms as intended by the manufacturer, and have the following restrictions:
 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.
- e. Uniforms must be worn in the playing area. Removal of any part of the uniform is unacceptable behavior.

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.

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.

[OHSBVA does not see this as needing to be addressed.]

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 . . . If undergarments such as T-shirts, body suits, etc. are worn in such a manner that they are exposed, they shall be of a

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single color similar to the predominant color of the uniform top.

ART. 7 . . . Players shall not wear undergarments or tights that extend below the uniform bottom.

ART. 8 . . . 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.

ART. 9 . . . 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 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.

PENALTIES:

- 1. When a player wearing an illegal uniform attempts to enter the set, unnecessary delay shall be assessed 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 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 the opponent. The player(s) 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 is awarded 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 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.

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, television monitoring or any electronic equipment 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 first referee's verification of the final score of the match.

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 UNIFORM AND EQUIPMENT

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

- All-white, short-sleeved collared polo shirt;
- Black slacks,
- Solid black athletic shoes and black socks.

NOTE: 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.

ART. 2 . . . Referees' equipment shall include:

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

NOTE: It is recommended that whistles be black. [OHSBVA has no preference.]

SECTION 3 FIRST REFEREE RESPONSIBILITIES

ART. 1 . . . Pre-match – The first referee shall:

- Be in uniform at the site of the match no less than 30 minutes before the starting time;
- Examine the competition volleyball to make sure it meets rule specifications, and make the final decision on the competition volleyball to be used;
- Inspect the court markings, net supports, first referee's stand or other equipment. Measure net height;
- Establish non-playable areas, and define any additional ground rules which might be necessary;
- Designate the official scorer, libero tracker, timer and line judges;
- Review specific duties with the second referee and line judges;
- Assign line judges to their positions;
- Call a captain(s) and head coach from each team together for a pre-match conference;
- Check players for open wounds, bleeding or any blood on the uniform;
- Verify with each head coach that all players are wearing legal uniforms and equipment;

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k. During the pre-match 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.

[OHSBVA: 2 to 3’ above the net is considered too high for most officials. A foot and a half (19 ½”) is preferred.]

ART. 3 . . . During the game:

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 rule;
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 performing his/her duties properly.

b. To start the set, and after time-outs, the first referee shall check that playing captains and officials are ready, then sound the 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 sound the whistle and give the visible signal for the serve.

c. The first referee shall:

1. Blow the 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. Blow the 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 fouls;
10. Determine violations in the serving area;
11. Determine back-row player fouls;
12. Determine double fouls;
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 service order;
17. Blow the whistle when both teams are ready for play prior to 60 seconds expiring and the second referee is still checking the scoresheet;
18. Determine if a player is unconscious or apparently unconscious (see Rule 10-3-5);
19. Administer cards for misconduct by players, coaches or team personnel, and inform them of such actions;
20. Notify (or request the second referee to notify) the appropriate coach of reason for any disqualification;
21. Blow the whistle and signal “end of set” directing players to their respective end lines **except prior to a deciding set (5-4-4d)**;
22. Visually confirm the score of each set with the second referee, then blow the whistle and direct teams to the appropriate benches.

ART. 4 . . . Court Protocol:

- a. At the end of the timed warm-up period and pre-match ceremonies, the officials shall take their positions on the court. The first referee blows the whistle and directs the starting players to their respective end lines. When all officials are ready, the first referee blows a second whistle 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 blow the whistle and signal “end of set” directing players to their respective end lines. With the players remaining on their respective end lines, the first referee visually confirms the score of the set with the second referee, then blows the whistle and directs the teams 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 non-deciding sets, after the first referee has confirmed the score of the set, he/she blows the whistle and signals the teams to change courts. The non-playing 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.

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- d. Prior to a deciding set, the first referee shall call the captains to the center of the court for the coin toss with the home team calling the toss (the first referee may request the second referee to conduct the coin toss). After calling the captains, the first referee shall release the teams from the endlines to go to their team benches. Following the coin toss, the first referee blows the whistle and signals the teams to change courts or to remain at their same benches depending on the results of the coin toss.
- e. At the end of the match, the first referee shall blow the whistle, give the end-of-set signal directing players to their respective end lines. After the first referee visually confirms the score with the second referee, he/she blows the whistle and directs the players to their respective team benches. The first referee then verifies the score by initialing the scoresheet. The match becomes official when the scoresheet is initialed, and no changes of score shall be allowed thereafter.

SECTION 4 SECOND REFEREE RESPONSIBILITIES

ART. 1 . . . Pre-match – 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 pre-match 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 lineup has been entered correctly on the official starting 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. **[OHSBVA does not require a lineup card. Lineup submitted by head coach may show players in serve order OR in player floor positions. Referees facilitate serve getting lineups 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 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 concentrate 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.
- b. The second referee's specific responsibility shall be to:
 1. Blow the whistle and give the signal for calls initiated by the second referee including time-out and substitution;
 2. Mirror the first referee's signal for each loss of rally/point, violation or replay/re-serve;
 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 fouls on both sides of the net;
 6. Determine hand/foot faults at the center line;
 7. Determine back-row player fouls;
 8. Control the entry of substitutes onto the playing area;
 9. Check the lineup of each team 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. Blow the whistle when both teams are ready to play prior to 60 seconds expiring;
 13. Signal at the completion of a charged time-out, how many time-outs each team has used;
 14. Notify the coach when a team uses its 15th, 16th, 17th and 18th substitution;
 15. Check the scoresheet for accuracy during each time-out and at the end of each set; initial it after each set and give the end-of-set signal (#23) to the first referee;
 16. Determine, then notify first referee of unsporting conduct violations by players, coaches or other team personnel;
 17. Confirm illegal player equipment or uniform and warnings, penalties and disqualifications for unsporting conduct with the scorer;
 18. If requested by the first referee, notify appropriate coach of reason for disqualification;
 19. In the absence of a timer, time time-outs and intervals between sets;
 20. If requested by the first referee, conduct the coin toss prior to the deciding set.

SECTION 5 SCORER RESPONSIBILITIES

ART. 1 . . . Pre-match – 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 pre-match warm-up, receive each team's roster. When discovered, the scorer shall report any inaccuracies to either official;

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- c. No later than two minutes prior to the end of the pre-match warm-up 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. **If lineup is submitted in player floor positions, the referees will facilitate having the lineup converted to serve order.**

- 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 a signal 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 because the player is unconscious or apparently unconscious;
- j. Record in the Comments section of the scoresheet the number of any player replaced by exceptional substitution;
- 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. Shall 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 6 LIBERO TRACKER RESPONSIBILITIES

ART. 1 . . . Pre-match – 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 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. Notify the second referee during the first dead ball when there is a discrepancy with a replacement;
- c. 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. **[OHSBVA has now accepted libero serving.]**
- d. Notify the scorer to sound a signal at the time the ball is contacted for the serve when there is an illegal replacement.

SECTION 7 TIMER RESPONSIBILITIES

ART. 1 . . . Pre-match – 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 pre-match 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 on the outside of the official timer.

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

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- 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, beginning with the referee's signal, and give an audio signal at the end of 30 seconds unless play has resumed or the official 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 8 LINE JUDGES RESPONSIBILITIES

ART. 1 . . . Pre-match – Line judges shall:

- a. Be designated and report to the first referee no less than 20 minutes before the 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:

- a. Line judges shall stand near the intersection of the left sideline with the end line, and move so they have a clear view of both 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 left sideline 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. Line judges shall hold the same positions relative to the court throughout the match;
- c. Line judges shall 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. Line judges shall 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 . . . By state high school association adoption, line judges may use flags.

Rule 6 The Team: Composition and Positions

SECTION 1 TEAM PLAYERS

ART. 1 . . . 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.

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 to play.

ART. 3 . . . **Each player shall be allowed to play in 6 sets per common per opponent, per day.**

SECTION 2 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 3 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.

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The libero, when used:

- a. Must be designated on the lineup sheet prior to each set.
- b. May be the team captain **but not the floor/playing captain since the libero is in and out of the set.**
- 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. [Allowed for OHSBVA matches starting in 2010.]**

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

- a. All players, except the server and including the libero, shall be within the team's playing area 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 left-side 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 shall be awarded to the opponent each time the vacant position is the right back position.

ART. 5 . . . 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 scorebook shall be regained immediately.**

SECTION 4 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. 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 teammates stand close together, and the ball is served directly over them.

PENALTIES:

1. **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, pre-match warm-up, 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 player 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 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 pre-match warm-up, a written, accurate roster including players' 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.**

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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 11-4-2)

ART. 2 . . . No later than two minutes prior to the end of timed pre-match warm-up, a head 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 **without making a substitution. Substitution to start a set is permissible. A wrong player number listed on the submitted lineup may be corrected by substitution and without penalty.**

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 head 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 pre-match warm-up, a written, accurate numeric lineup results in a loss of rally/point being awarded to the opponent at the start of the next 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.**

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 11-4-2)

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.

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 . . . 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. 5 . . . 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 to 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.

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

- Hits the ball illegally; (Signal 3, Illegal Hit)
- Is touching the end line or the floor outside the serving area when the ball is contacted; (Signal 2, Line Violation)
- Does not contact the ball to serve within five seconds; (Signal 4, Delay of Service)
- Is out of serving order or is from the wrong team; (Signal 1, Illegal Alignment/Improper Server; 6-3 PENALTY 2)
- Deliberately serves before the first referee's signal to begin the serve; (Unsporting Conduct)
- 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:

- Does not legally cross the net, such as when the ball:
 - Passes under the net; (Signal 6, Net Foul or Net Serve)
 - Touches one of the server's teammates; (Signal 6, Net Foul or Net Serve)
 - Touches the floor on the server's side of the net. (Signal 6, Net Foul or Net Serve)
- Crosses the net not entirely between the net antennas, or lands out of bounds; (Signal 14, Out of Bounds)
- Touches the ceiling or any obstruction (Signal 14, Out of Bounds)

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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 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 non-playing team members, including assistant coaches and other team personnel, 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. **[OHSBVA allows one coach to stand during a live ball but it doesn't have to be the head coach and allows all coaches to be standing and coach on a dead ball as long as all coaches but one are in the act of being seated as the R1 is preparing to authorize serve. Players are not permitted to stand behind the bench prior to entering the game as substitute or libero replacement.]**

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 . . . 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. 2 . . . After each set, teams shall line up on their respective end lines.

- a. When directed by the first referee to change courts, the nonplaying team members proceed immediately to their new team benches, and the players proceed counterclockwise along the sideline past the standard to their new team benches.
- b. When directed to do so by the first referee, the teams proceed immediately to their respective benches.

PENALTIES: For delay in following the court protocol procedures (See 5-3-4), 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 an official 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 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 nonplayer in a playable area;
- j. A 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 first 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:

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- a. It has passed completely beyond the vertical plane of the net;
- b. It is partially over the net and is contacted by the 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 come visibly to rest or involve prolonged contact with a player's body. **[This rule now matches the OHSBVA rule.]**

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).
- 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 foul, 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 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 blocked.
 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. 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)

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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 legally blocked 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; [**OHSBVA: This would require the libero to be near the net reaching higher than the net and in the vicinity of where the ball passes over the net or hits into the net for the libero to be considered as “blocking.”**]
- 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.

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

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 first referee's judgment, directs the ball toward the opponent's court;
- c. Ball is falling near the net and, in the first referee's judgment, no 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 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 foul 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 foul 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 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.

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

SECTION 7 FOULS

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

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

ART. 3 . . . 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.

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ART. 4 . . . A simultaneous foul 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, 9-5-6, 9-5-7)

PENALTIES:

1. For a single foul, e.g., double hit or foot fault, loss of rally/point is awarded to the opponent.
2. For a double foul 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 foul, only one penalty is assessed (loss of rally/point or a charged time-out).
4. For a simultaneous foul 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 mistaken 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 foul 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. Nonplayer anywhere in a playable area;
 2. 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.

SECTION 9 UNNECESSARY DELAY

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

- 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 enters or 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;
- i. A delay is caused by cleaning up liquid or other substance used by a team(s) during a time-out;
- j. A team does not confer in the team's bench or court area during a time-out;
- k. A team requests a time-out in a set after it has taken its allotted time-outs;
- l. The libero enters the court outside the libero replacement zone.

PENALTIES: For a coach, player, substitute or team charged with unnecessary delay, a time-out shall be assessed and the 60 seconds given. If the team has used all its time-outs, 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 coach or substitute entering the substitution zone;
- b. During a live ball;
- c. After the first referee has signaled for serve.

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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 **allowed**. In case of an injury or illness to a starting player, a lineup change may be made without penalty (**no point/loss of rally**) through substitution.

SECTION 2 PROCEDURE FOR SUBSTITUTION

ART. 1 . . . To request a substitution:

- a. The coach may visually signal (#19) to the officials that substitution is desired, or
- b. The substitute may enter the substitution zone.

ART. 2 . . . The referee (R1 or R2) recognizes the request by whistle and signal.

ART. 3 . . . **After a 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 16)

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 report at the same time, but enter the sub zone one at a 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 player being replaced 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 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; **[All coaches but one must be taking their seats.]**
 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.

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ART. 5 . . . When a player is rendered unconscious or apparently unconscious during a set, the player shall not be permitted to resume participation that day without written authorization from a physician (MD/DO).

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 player who has never played in the set or who has played in that position earlier in the set;
- b. By any legal player on the bench, regardless of previous position played. An injured/ill player replaced by an exceptional substitution may not reenter 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 the offending team when an illegal substitute attempts to enter or is found in the set.
 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 cancelled.
 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 cancelled.
 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. **[OHSBVA rules have changed to now allow the libero to serve in one position in the 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 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.

ART. 3 . . . A libero replacement cannot take place during a time-out. Replacements can occur after a time-out when all players have returned to the court provided the replacement sits out one rally/dead ball.

ART. 4 . . . 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 designated 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 who 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.

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ART. 5 . . . 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. 6 . . . Libero serving: **[OHSBVA now allows the libero to serve the same as the rest of the non-USAV world.]**

- a. The libero will be allowed to serve in one rotation.
- 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 the offending team when 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 cancelled.**
- 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 cancelled.**
- 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.

SECTION 2 GENERAL

ART. 1 . . . Requests for time-outs shall be signaled by the 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 request prior to the start of the set shall be honored.

ART. 3 . . . Charged time-outs begin when the official 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.

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 floor 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 match 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 . . . 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, the first 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.

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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 . . . 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 Communicable Disease and Skin Infection Procedures, page 64).

ART. 3 . . . 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

ART. 1 . . . The time period between sets of a match shall be no more than three minutes, beginning when the first referee signal 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, 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, 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, coach and/or team attendant to use any form of tobacco product.

ART. 3 . . . The captain(s) and the head coach from each team shall attend the pre-match 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:

OHSBVA Rule Exception: Assistant coaches do NOT have to remain seated on the bench to the extent to which an assistant coach "could" be the one coach standing to coach on a live ball AND ALL coaches are allowed to stand and coach on a dead ball as long as all coaches but the one coach who will remain standing are in the process of sitting down as the R1 prepares to authorize the next serve. No standing coach is allowed to be disruptive, and assistant coaches are not permitted to ask for a substitution, call a time-out or address the referees about their decisions. A card(s) issued to a standing coach (who may be an assistant coach) for disruptive conduct will be given instead to the head coach but this does not prevent any of the coaches from standing to coach for the rest of the match at the risk of progressive sanctions (cards) for continued disruptive coaching or other unsporting conduct. An assistant coach is not permitted to address the referees regarding their decisions involving judgment calls, in essence having no speaking rights during a match related to the referees except as stated below:

- 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 or the number of substitutions used;
- b. Stand at the bench to greet a replaced player, **which goes hand in hand with standing to coach on a dead ball;**
- c. Confer with players during time-outs;
- d. Spontaneously react to an outstanding play by a member(s) of their own team **or an outstanding play by the opponents;**
- e. Attend an injured player with permission of a referee.

ART. 6 . . . A head coach may stand 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 must 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 (referees) during specifically requested time-outs.
- c. As provided in Rule 12-2-5, items a through e.

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[OHSBVA: A head coach and all other coaches may stand in the libero replacement zone during a dead ball to coach players. One coach and only one coach (doesn't have to be the head coach) may stand to coach the team on a live ball without being disruptive. Issuance of a card to a coach standing on a live ball for disruptive coaching does not affect the right of the coach receiving a card or other coaches to stand to coach the team as stipulated above.]

ART. 7 . . . Non-playing team members shall remain seated on the team bench during the 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;
- e. Questioning a referee's judgment;
- f. Disrespectfully addressing, baiting or taunting anyone involved in the contest;
- g. Using electronic equipment, excluding computers (i.e., television monitoring/replay equipment, headsets, etc.), for coaching purposes during the set or any intermission;
- h. Using a sounding device (i.e., megaphone, horn, etc.) at courtside for coaching purposes;
- i. Holding unauthorized conferences;
- j. Attempting the re-entry of a disqualified player;
- k. Illegally leaving the designated bench during the set;
- l. Making any excessive requests designed to disrupt the set;
- m. 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;
- 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) 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.

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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 up high;
 - b. Verbalize 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 behavior 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 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.
5. **Disqualification:** The yellow and red cards are displayed apart (usually at the first dead ball). The offender is disqualified from further participation in the match, and 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 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 the 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 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.

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2010 NFHS VOLLEYBALL POINTS OF EMPHASIS [OHSBVA in red bold]

Head coaches standing – The head coach may stand in the libero replacement zone to coach his/her players. During a live ball, the head coach shall be no closer to the court than 6 feet from the sideline. During a dead ball, the coach may advance to the sideline to instruct players. The new visibility of coaches by the adoption of this rule places additional emphasis on the conduct displayed by coaches during a match. Coaches are reminded that they are role models for athletes, schools and communities. [OHSBVA uses 6 feet but has its own approach to standing coaches that allows either the head coach or the designated assistant coach on any given rally to stand and coach the team in a non-disruptive manner. A different coach may stand to coach on the next rally.]

Match officials' responsibilities – A volleyball match is administered by the first referee and the second referee. Assistant officials include scorer, libero tracker, timer and line judges. In order to administer a successful match, all officials need to be aware of their responsibilities. Since part of the R1 and R2 duties is to review specific responsibilities with the assistant officials, it is imperative that all officials are competent and updated on all aspects of these tasks. In training and preparation, officials should pay special attention to the areas of scorer and libero tracker responsibilities. Pre-match duties of the R1 include a conference with the line judges to review their responsibilities. Just as time is spent training the athletes for a match, the host school should train the scorer, libero tracker, timers and line judges prior to the matches they work.

Ball handling – A legal contact is a touch of the ball by a player's body which does not allow the ball to visibly come to rest or involve prolonged contact. The only valid criterion for judging illegal hits is vision. If you did not see it, it did not happen. Referees should look ahead of the ball and watch the ball contacted by the hands to ensure accurate ball handling decisions. Prolonged contact is a call that NFHS rules require to be enforced. Any ball that comes to rest on a player should be whistled a violation. A ball rolling up the arms or a player over running a pass may result in prolonged contact. Officials should pay special attention to the setters during warm-ups in an effort to become familiar with the styles of setting to be displayed during the match. Spin, sound, speed, body position, or technique are not criteria to determine illegal handling of the ball. Officials should strive to be consistent when making ball handling calls. A player may not throw the ball. If the body is divided into 4 quadrants, bisecting the head at the ears/ nose, a player may not carry the ball from the initial contact quadrant to the release in a different quadrant.

Libero uniform – The libero must 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. When ordering libero tops coaches should consider the following: hue (color), value (lightness or darkness of a color), and saturation (intensity or purity of a color). Attention should be given to the color of the regular uniform as well as the libero jersey. Similar dark colors such as maroon and black or light colors such as gray and peach should not be used together. The number is equally important when ordering libero tops. It must be clearly visible and in contrast to the predominant color of the uniform top.

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COMMENTS ON THE RULES [Rule Numbers Match NFHS 2009-10 Rules Book]

- 1-2-1, 3** Within the rules, replaces all references to “game” with “set” (as appropriate, since some reference have nothing to do with that meaning of game”). This change updates to current terminology in the sport.
- 2-1-1** Clarifies the court/floor requirements for playable area for interscholastic volleyball.
- 3-2-1** Allows for optional use of the color-paneled volleyball beginning with the 2010-11 season. The color-paneled ball makes it easier to track for players/spectators and adds excitement to the game. The NFHS Authenticating Mark shall continue to be required on all volleyballs used in competition. **[OHSBVA already has the red/white/blue Molten Pro-Touch as the approved competition volleyball with or without NFHS authenticating mark.]**
- 4-1-5** Allows players additional flexibility in controlling the hair during competition. Bobby pins, of the two-inch size, do not pose a risk of injury. This hair-control device is accepted in other rule codes. **[This change is perceived to have minimal applicability for OHSBVA.]**
- 5-3-4d** Prior to the deciding set, once the captains are called for the coin toss by the first referee, he/she shall then send teams to their benches. Players may get water and ready themselves to change benches or remain at the current bench for the deciding set. This allows coaches and players more efficient use of time between sets. **[This is a change for OHSBVA.]**
- 5-4-3b**
New 10 The second referee has the responsibility to manage illegal libero replacements. This is a clarification of the duties of the R2 that were previously assumed, but not explicitly stated.
- 9-4-5** Permitting a player to legally play the ball off any part of the body will increase the length of the rally and add excitement with the play. In addition, quick reactions and saving plays are rewarded. **[No change for OHSBVA.]**
- 10-2-3** The change in the substitution procedure will improve scorer accuracy and recording substitutions. The scorer will observe only one substitute at a time in the substitution zone. The second substitute moving into the sub zone after the previous substitute has been released to the court will increase accuracy of recording by the scorer. This process speeds up the set as the scorer will perform his/her responsibilities more efficiently. **[Change for OHSBVA.]**
- 12-2-6** Permitting the head coach to stand to coach during play will enhance the communication between coach and players on the court. Playing in larger venues and with larger crowds, coaches have experienced difficulty in clearly communicating with their players. A head coach that abuses this privilege by questioning the referees, line judges or officials may be issued a yellow or, if necessary, a red card, thus forfeiting the privilege to stand. It is important that coaches and referees work together as there may be times the R2 will direct the coach to move back, even though in the proper area, in order for the R2 or line judge to have a clear line of sight to observe play. **[No change for OHSBVA. Disruptive coaching as well as abusive comments and unsporting conduct are to be appropriately addressed with warnings, where possible, and with progressive sanctioning.]**

Requests must be made by head coach – Although not a rule change from previous application, the rule book has been updated to clearly identify the head coach's responsibilities and privileges. All areas of the rule book have been updated to specify head coach or assistant coach if a restriction is part of the rule. In addition to specifying that the head coach must attend the pre-match conference and the head coach may stand to provide instruction, the wording of "head" coach has been inserted to identify it is the head coach who requests a time-out and substitutions.

Lineup to be submitted in proper serve order – NFHS requires the written lineup to be submitted in the proper serving order with the lineup sheet listing player numbers in the serving order and a libero, if the head coach plans to use one. The NFHS does not permit a lineup to be submitted in floor position order believing that submission of the lineup in serving order should help the scorer in recording the proper serving order on the scoresheet. In every case, the first server should always be listed first on the lineup sheet, regardless of whether the team is serving or receiving. Second referees are expected to identify the serving and receiving teams when transferring this information to their lineup cards to then verify the team's proper lineup by floor position prior to the start of each set. The libero must still be designated and listed on the lineup sheet as an additional player. **[OHSBVA expects lineups to be submitted in serve order. If a lineup is submitted in player floor positions, the referees will ensure that the head coach converts the lineup to serve order (as shown below) and will facilitate this process.]**

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ON-GOING ISSUES: POINTS OF EMPHASIS

SAMPLE LINEUP SHEET:

Team: <u>Centerville HS Comets</u>	Game: <u>1</u>
Libero: <u>2</u>	CHECK ONE: <input checked="" type="checkbox"/> Serve <input type="checkbox"/> Receive
SERVE ORDER	PLAYER NO.
I	4
II	6
III	8 C
IV	3
V	5
VI	7

SAMPLE LINEUP SHEET SHOWING PLAYERS IN FLOOR POSITIONS FOR SERVING TEAM:

NET

3	8c	6
5	7	4

SAMPLE LINEUP SHEET SHOWING PLAYERS IN FLOOR POSITIONS FOR TEAM THAT WILL BE RECEIVING THE FIRST SERVE:

NET

8c	6	4
3	5	7

Circling the person whom the head coach believes will be the team's first server has no meaning to match officials. If the team has the first serve, it's the player listed in position I (RB) who will be the first server. If the team is the receiving team to start the match, the team's first server is the player in position II (RF).

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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 and warnings, 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 or an unconscious/apparently unconscious player should be noted 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 on Pages 56-57 (of the 2007-08 NFHS Rules Book).

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 first referee shall verify the match score by initialing the scoresheet and the end of the match.

DEFINITIONS FOR SCORER

Serve: Contact with the ball to initiate play.

Point: A point is awarded when the receiving team violates a rule during play.

Penalty Point: A point which is awarded when a team (not “the receiving team”) violates a rule during play or during a dead ball.

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

Replay: A replay is the act of putting the ball in play (other than at the start of the set) without awarding a point or a side-out and without a service rotation.

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

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 or side-out/loss of rally.

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

RECORDING COMMENTS

Penalties for illegal uniform/equipment, cards issued for unsporting conduct, unconscious/apparently unconscious player or an exceptional substitution shall be recorded in the Comments section of the scoresheet.

Cards for unsporting conduct shall be recorded following the sample procedure below:

Warning – (Yellow card): Y#12 (7-6) means a yellow card warning 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): R#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.

Unconscious Player – Write “unconscious player # ___” when an unconscious or apparently unconscious player has been removed from the set.

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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 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 scorekeeper 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 player 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 fixes 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 scorekeeper to ensure accuracy of both the scorebook and the libero tracking sheet.

This section could also have the responsibilities of the Libero Tracker for recording the libero serve.

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LIBERO TRACKER INSTRUCTIONS

(Tracking Instructions can also be found at the bottom of the 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 for that team (since the libero tracker will still track the other team's libero).
3. Enter in the "SP" column the starting players for each team in serve order. This should be an exact match of the lineup entry in the scorebook.
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. Make sure the slash through the number does not prevent the number from being visible since this number has to be checked when the libero is replaced.
5. The only player who may replace the libero is the player whom the libero last replaced. The libero tracker ensures that the number of the player who next replaces the libero is the same number as the number that was slashed in front of the "L" on the libero tracing sheet (e.g., 23 L 23, with the first "23" and the "L" both slashed when 23 returns to the set and replaces the libero).
6. When, after at least one rally, the libero replaces another player or the same player, the "L" is again recorded and, when this player replaces the libero, the "L" is crossed out and the number of the player is entered to the right of the slashed "L."
7. The libero tracker also records all substitutions. When a player 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 before the set. The libero tracker should notify the second referee if a different libero attempts to replace a player without the libero whose number is listed on the libero tracking sheet having been injured and legally replaced.

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LINE JUDGE SIGNALS, HOW TO USE LINE JUDGE SIGNALS, LINE JUDGE SIGNALS (using flags) (INSERT PICTURES)

Line Judge Signals (without flags)

1. **Obtaining First Referee's Attention:** Wave arm overhead to obtain the first referee's attention, when necessary.
2. **Inbounds:** Arms extended in front of body, hands open (palms down) toward the floor area between the attack line and the net.
3. **Out-of-Bounds/Antenna Violation:** Hold forearms in front of chest, hands open (fingers together) and palms toward face.
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.
5. **Line Violation:** Indicate the line where violation occurred by extending arm and pointing toward the line with the index finger.
6. **View of Play Blocked:** Cross forearms in front of chest, palms facing the body.

Line Judge Signals (using flags)

(Pictures of Line Judge Signals (using flags) courtesy of Federation Internationale de Volleyball and USA Volleyball)

- A. **Ball in:** Point with the flag down [Suggested addition: "toward the center of the court"].
- B. **1. Obtain R1's attention:** Raise the flag [Suggested addition: "and wave it"].
2. Ball "out": Raise the flag [Suggested addition: "high over head"].
- C. **Ball "out" after contact with a player:** Raise the flag to shoulder height in front of body and place the open palm of the other hand on top of flag.
- D. **1. Ball outside or touching the antenna:** Wave the flag and point the arm toward the antenna.
2. Service line fault: Wave the flag and point to the service area [Suggested addition: "at the line where the fault occurred"].
- E. **Impossible to Judge:** Cross forearms in front of the chest (palms facing the body).

COMMENTARY: While the descriptions of the line judge's signals with and without flags varies a bit, 1 (without flags) matches up with B1 (using flags); 2 (without flags) matches up with A (using flags); 3 (without flags) matches up with B2 and D1 (using flags); 4 (without flags) matches up with C (using flags); 5 (without flags) matches up with D2 (using flags); and 6 (without flags) matches up with E (using flags).

CARD PROCEDURES FOR UNSPORTING CONDUCT VIOLATIONS (INSERT PICTURES)

Second Referee Communicating with First Referee Yellow/Red Card or Red & Yellow Cards

- 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.
- 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.

First Referee Administering Cards Yellow/Red Card or Red & Yellow Cards

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HOW TO USE THE SIGNALS

WHEN STOPPING PLAY, OFFICIALS SHOULD:

- **Sound the whistle** with authority;
- **Signal the violation**, and hold the hand and arm signal long enough to be seen;
- **Signal point**, loss of rally or replay;
- **Verbalize the decision** when necessary. Signals are given with arm or hand on the side of the team involved. These signals (except #15) shall be used by the first referee and second referee.
 1. **Illegal Alignment/Improper Server** – Circular motion with entire hand.
 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** – Hold hand at head height with fingers spread, palm forward.
 5. **Over-the-Net Foul** – Pass forearm, palm down, over the net.
 6. **Net Foul or Net Serve** – Hand of outstretched arm touches the side of the net on which the foul occurred. NOTE: The second referee is not required to touch the net.
 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 of Serve/Back Row Attack** – Raise hand beside head and rotate forearm forward and downward on the offending team’s side.
 9. **Illegal Block/Screening** – Raise both arms 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 the 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, 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** – Hold forearms in front of chest, hands open, palms toward face.
 15. **Begin Service** – Extend arm towards server, then blow the whistle to serve and move the extended hand and arm in a sweeping motion toward the respective court.
 16. **Authorization to Enter** – Extend the arm (palm forward) on the substitution side, and make a sweeping motion toward the respective court.
 17. **Point** – Indicate point by extending the arm in the direction of the team that will serve next, palm perpendicular to the floor.
 18. **Replay/Re-serve** – With fistful hands, thumbs up, lift arms upward.
 19. **Substitution** – Circular motion of hands around each other at head height.
 20. **Illegal Substitution** – Hold arm nearest offending team overhead, elbow bent, making two circles with the arm before pointing toward the court of the offending team followed by penalty signal.
 21. **Time-out** – Form a “T” with hands in front of face, then:
 - 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, then indicate court of offending team followed by penalty signal. Then show time-out or point/loss of rally, whichever is applicable.
 23. **End of Set** – Arms crossed in front of chest, hands open followed by a sweeping motion outward directing players to the end lines.
 24. **Teams Change Courts** – Raise forearms and swing right arm in front of the body and the left arm in back of the body.

[Suggestion made to the NFHS to consider publishing a chart showing how to signal each possible player number to use in showing who committed a fault or a player being penalized.]