

Volley Ball

Rules and Regulations Girls & Boys

In essence, a point and the serve are awarded to the team which wins the RALLY whether they served the ball or not. Matches may be played to a best of three games or a best of five games, with each game played to 25 points. The deciding game (game three or game five depending on the setup) is played to 15 points.

GIRL'S VOLLEYBALL

RULES SUPPLEMENT

The rules of volleyball as included here are an abridgment of the official rules. These rules cover all the basic essentials of the game, and will be found adequate for most circumstances; however, should a technical interpretation of the rules be needed, refer to the National Federation of State High School Associations Rule Book.

RULE 1

THE GAME

Sec. 1 VOLLEYBALL – is a game played by 2 teams of 6 players each with an inflated ball on a rectangular court separated into 2 areas by a net. One team serves the ball over the net, trying to make it land within the opponent's playing area. The receiving team shall return the ball over the net in such a manner that it will land within the opponent's playing area. Only the serving team scores points.

Sec. 2 SCORING PLAY – RALLY SCORING IS IN EFFECT AS OF SEPTEMBER 2003 In essence, a point and the serve are awarded to the team which wins the RALLY, whether they served the ball or not. Matches may be played to a best of three games or a best of five games, with each game played to 25 points. The deciding game (game three or game five depending on the setup) is played to 15 points.

Sec. 3 SIDE-OUT – A side-out shall be declared when the serving team violates a rule. The ball is given to the serving team's opponents and no points are awarded.

Sec. 4a TERMINATION OF GAME – A team that has scored 25 points and is at least 2 points ahead is the winner. If the leading team does not have a 2-point advantage, play shall continue until 1 team has a 2-point advantage, with a cap of 30.

Sec. 4b The score of a forfeited game shall be 15-0 if the game has not started, the score is tied or the offending team is ahead at the time. If the offending team is behind at the time of the forfeit, the score stands. The referee shall declare a forfeit if a team fails to continue play when directed.

Sec. 5 MATCH – 3-game match shall be won when a team has won 2 games. The third game shall be played as a FRIENDSHIP GAME if one team has already won the first two(2) games. FRIENDSHIP GAMES ARE TO BE PLAYED TO 15 WITH THE BENCH PLAYERS TAKING THE COURT..

Sec. 6 SUSPENDED MATCH

If a match is suspended due to power failure or other unforeseen circumstances it may be resumed from the point of suspension unless the Board determines otherwise. The score and lineup will be the same as it was at the moment of suspension.

RULE 2

PLAYING AREA AND EQUIPMENT

COURT-The playing surface shall be a rectangular court 60 feet long and 30 feet wide, including outer edge of lines, free from obstruction, and having a height of 26 feet or more which is free from apparatus or other obstructions or projections. Court dimensions may not vary by more than 10 feet. This rule may be waived if both teams agree before (24 hours) scheduled game time.

RECOMMENDED SERVING AREA – The serving area shall include the whole back line. If space behind the end lines is less than 6 feet, the serving area shall extend into and be marked on the court at the necessary to allow for the minimum depth. The area shall begin at the right sideline and extend ten feet to the left.

NET - The net shall be no lower than 6 feet, 6 inches and not higher than 7 feet, four inches.

BALL - The ball shall be an official rubber volleyball. A leather or vinyl ball may be used if both coaches agree. If coaches cannot agree, a rubber ball is to be used. The ball should be inflated to 4.3-4.6 pounds.

SHOES- Tennis shoes are strongly recommended for safety reasons. No bare feet allowed.

OUT-OF-BOUNDS – The wall, floor or objects and official on the floor outside the court. The net outside the vertical tape markers, net antennas and net cables. The boundary lines and vertical tape markers themselves are not out-of-bounds. The ceiling or objects suspended from the ceiling beyond the vertical plane of the net and it's out-of-bounds extension. The ceiling or overhead obstruction above a non-playable surface such as team benches, bleachers, adjacent courts scheduled for play.

OBSTACLES – A ball striking the ceiling or an overhead obstruction shall remain in play provided the ball contacts the ceiling or obstruction on the side of the net extended occupied by the team which played last and provided the ball is legally played next by the same team. When a wall/floor obstacle within 6 feet of a boundary line interferes with a player's legitimate effort to get into position to play the ball, the referee shall stop play and direct a replay. When a wall/floor obstacle which is 6 feet or further from a boundary line and interferes with a player's legitimate effort to get into position to play the ball, referee shall stop play and direct a point/side-out to the opponents.

RULE 3 **THE TEAM: COMPOSTION & POSITIONS**

Sec. 1 **TEAM PLAYERS** – A team shall consist of 6 players to begin the match. If a team has fewer than 6 players after the start of a match, it shall continue play.

Sec. 2 **THE CAPTAIN** – A playing captain shall be designated by each team and this is the only player who may communicate with officials. If this player is replaced by a substitute, the coach shall designate another player as captain who shall remain as such until the original playing captain returns to the game.

Sec. 3 **POSITIONING** – **Teams** shall occupy the bench designated by the host team and shall remain there throughout the match. A request for the team serving order may be made by coach or playing captain while the ball is dead. The position of **players** in order of the serve shall be Right Back, Right Forward, Center Forward, Left Forward, Left Back, and Center Back (see court diagram); All players, except the server, shall be within the team's playing area and may have any part of the body on the boundary lines, but no part of the body shall be touching the floor outside those lines at the time of the serve. **Players** shall be in correct serving order with no overlapping of adjacent players front-to-back or side-to-side at the instant the ball is contacted for the serve. Players may be moving to the serve, but no part of one player's body touching the floor shall overlap any part of another player's body touching the floor. After the ball is contacted for the serve, players may move from their respective positions. When the serve is awarded to a team, that shall rotate clockwise 1 position (except for the first serve)

PENALTIES FOR ILLEGAL POSITIONING:

1. For illegal alignment, point/side-out is awarded the opponents for:
 - a) Overlapping by players other than the server at the moment the ball is contacted for the serve;
 - b) Positioning, at the moment the ball is contacted for the serve, of any player, other than the server, outside the boundaries of the playing area.
2. For a foot fault, point/side-out is awarded the opponents if:
 - a) The server is not properly positioned within the serving area.
3. For players out of serving order, side-out shall be awarded as soon as the improper serving order by the serving team is discovered and verified.
 - a) Any points known by the official scorer to have been made on this turn of service before the error was discovered shall be canceled;
 - b) Points scored by the serving team while its opponent was in error are not lost. In either case, proper order as is written in the score book shall be regained immediately;
 - c) If the improper serving order is not discovered until after the serve has alternated and the first serve is contacted, there shall be no loss of points;
 - d) On the fires dead ball, the proper order shall be re-established;
 - e) If the receiving team is in error, only 1 point shall be awarded the serving team.

Sec. 4 **SCREENING** – A screen is an act, intentional or unintentional which obstructs the opponents' view of the server or the flight of the ball from the server.

- 1) A single player is screening if:
 - 2) His/her arms are held clearly above the head and the ball passes directly over the player;
 - 3) The player is making distracting movements such as waving the arms of jumping;
 - 4) The player deliberately alters his/her position to move in front of an opponent after the referee has signaled for the serve;
- A grouping of player is screening if the ball passes directly over a member of the group who is in an upright position.

PENALTY FOR SCREENING:

For intentionally screening, side-out is awarded the opponents.

RULE 4

THE SERVE

Sec. 1 A legal serve is contact with the ball to initiate play in which the ball is hit by 1 or both hands, fists or arms of the server while the ball is held, bounced or after it has been tossed up into the air or dropped by the server. The ball shall be contacted within 5 seconds after the referee's signal to serve.

Sec. 2 The first server for each team is the Right Back player. Thereafter, when a team is awarded a side out, the player in the right front position rotates to the serving area. A team continues serving until it commits a foul or the game ends. The serve alternates when there is a foul by the serving team and the ball shall be awarded to its opponent. The team not serving first in the previous game of a match shall serve first in the second game. The server shall serve from within the serving area and shall not touch the lines bounding this area or the floor outside this area at the instant the ball is contacted for the serve. The server's body may be in the air over or beyond the lines bounding the serving area.

For a serve before the referee's signal, a replay shall be called unless, in the judgment of the referee, it was an intentional act.

A served ball is illegal and becomes dead if it:

- a) Touches the floor on the server's side of the net;
- b) Touches one of the server's teammates;
- c) Touches or passes under the net;
- d) Crosses the net entirely outside the vertical tape markers or not entirely within the net antennas or lands out-of-bounds;
- e) Touches the ceiling or any obstruction;
- f) Is contacted by the server out of the serving area;
- g) Is hit illegally;
- h) Is intentionally served before the referee's signal to begin the serve;
- i) Is swung at and missed;
- j) Is not served within 5 seconds.

PENALTY FOR ILLEGAL SERVE:

- 1. For an illegal serve, side-out is awarded the opponents for:
 - a) Failure to perform a legal serve.
 - b) A served ball declared dead.

RULE 5

DURING PLAY

Sec. 1 All non-playing team members, including coaches and managers, shall be seated on the designated bench during the game.

Sec. 2 For game 2, teams shall change playing areas and benches.

Sec. 3 Front line players may contact the ball from any position inside or outside the court except while positioned across the centerline or its out-of-bounds extension. Back line players while positioned behind the spiking line may contact the ball from any position inside or outside the court above or below the top of the net. A back line player shall not:

- a) Participate in the block or an attempt to block.
- b) Return a ball, any part of which is completely above the top of the net while positioned:
 - 1) On or in front of the spiking line or its out-of-bounds extension;
 - 2) In the air, having left the floor on or in front of the spiking line or its out-of-bounds extension. A foul shall not be called on a back line player until the ball completely crosses the net, unless it's first played by an opponent while any part of the ball is directly over the top of the net.
- c) Play a ball while positioned across the centerline or its out-of-bounds extension.

PENALTY: Award point/side-out to the opponents, if:

1. The center line or its out-of-bounds extension is illegally crossed.
2. A back line player positioned on or in front of the spiking line or its out-of-bounds extension blocks or attempts to block, or returns the ball when any part of it is complete above the top of the net.

Sec. 4 A live ball is one in play, from the moment the ball is contacted for the serve until a dead ball occurs. A dead ball is one declared by an official for any decision temporarily suspending play until the ball is contacted for the serve. A ball is dead if it:

- a) Is completely across the plane of the net, having passed entirely outside the vertical tape markers;
- b) Touches the net antennas;
- c) Passes completely under the net;
- d) Lands out-of-bounds;
- e) Contacts the ceiling or an overhead obstruction and is not legally played;
- f) Contacts the ceiling or an overhead obstruction after the third hit;
- g) Becomes motionless on an overhead obstruction;
- h) Touches the floor;
- i) Touches a player below the waist;
- j) Is whistled dead by an official for any reason;
- k) Strikes a wall or ceiling-wall mounted obstruction, which does not extend over the court.

Sec. 5 **HITS** - A legal hit is contact with the ball by a player's body above and including the waist which does not allow the ball to visibly come to rest even momentarily.

Examples of legal hits include:

- a) **Blocking**, a play close to the net, approximately arm's length, in which a player(s) whose hand(s) are raised above the head, attempts to:
 - 1) Prevent the ball from crossing the net; or serve from crossing the net;
 - 2) Return it immediately;
 - 3) Deflects the downward motion of the ball.
- b) **Setting**, a play in which the ball is hit up into the air so another player can get into position to hit the ball.
- c) **Spiking**, a play in which the ball is hit forcibly in the opponent's court from the top of the net.

PENALTY FOR ILLEGAL HITS:

For an illegal hit, point/side-out is awarded the opponents.

Sec. 6 CONTACTS

Art. 1 BALL CONTACT:

A team shall not play the ball more than three (3) times before it crosses the net to enter the opponent's playing area except:

- 1) When there is simultaneous contact by opponents on the first hit; or
- 2) The first contact is an action to block when, in both (1) and (2) the team's next play is considered is first hit.

Art. 2 PLAYER CONTACT:

- a) Simultaneous contact(s) of the ball is more than one touch of the ball made at the same instant.
 - 1) When a player contacts the ball with two or more parts of the body at the same instant, it is permitted and considered 1 hit.
 - 2) When teammates contact the ball at the same instant, it is permitted and considered 1 hit. Either player involved may participate in the next play.
 - 3) When opponents 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 1 of the 3 hits allowed that team.
- b) Successive contact of the ball are 2 separate touches of the ball by 1 player with no interrupting touch by a different player between the 2 touches.
 - 1) A player shall not play the ball twice in succession unless there is:
 - Simultaneous contact by teammates;
 - Simultaneous contact by opponents;
 - Successive contacts of the ball by a player whose first contact is a block; the second contact shall count as the first of 3 hits allowed the player's team.

- c) Multiple contacts of the ball are touched by a player during 1 play on the ball.
- 1) When a ball rebounds from 1 part of a player's body to another in an attempt to save a hard driven spike not already touched by a teammate, it is a legal multiple contact and considered 1 hit.
 - 2) When a ball rebounds from 1 part of a player's body to another in 1 attempt to block, it is a legal multiple contact and the team's next play is considered its first hit.
 - 3) It is an illegal multiple contact when a ball rebounds from:
 - hand to forearm;
 - hand to hand;
 - forearm to forearm;
 - forearm to hand.

Art. 3 EQUIPMENT CONTACT:

Dangerous contact with floor/wall cables, standards or referee's platform is illegal.

PENALTY FOR ILLEGAL CONTACT:

- 1) When a team illegally contacts the ball more than three (3) times before the ball is returned over the net to its opponent's playing area, point/side-out is awarded the opponents.
- 2) Illegally contacting the ball by successive and/or multiple contacts, point/side-out is awarded the opponents.
- 3) For illegally contacting the equipment, point/side-out is awarded the opponents.

Sec. 7 NET PLAY

Art. 1 Reaching over the net is permitted during;

- a) The follow-through of a hit made on the player's own side;
- b) An attempt to hit;
- c) A fake hit;
- d) A block or an attempt to block.

Art. 2 Blocking a ball, other than a serve, 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;

- a) The attacking team has had the opportunity to spike the ball or, in the official's judgment, intentionally directs the ball into the opponent's court;
- b) The attacking team has completed its 3 allowable hits;
- c) The ball is falling near the net and, in the official's judgement, no member of the attacking team could reasonably make a play on the ball.
- d) The ball is served.

Art. 3 Player may touch the floor across the center line or its out-of-bounds extension with one or both feet as long as a part of the foot-fee remain(s) on or above the center line and the player does not interfere with the play on an opponent. Contacting the floor across the center line or its out-of-bounds extension with any other part of the body is illegal.

Art. 4 Recovering a ball hit into the net shall be permitted.

Art. 5 A ball contacting and crossing the net, other than when served, shall remain in play provided contact is within or above the vertical tape markers and entirely within the net antennas.

Art. 6 A ball is considered to have crossed the net when:

- a) It has passed entirely over the net;
- b) It is partly over the net and contacted by an opponent;
- c) On a serve, it is partly over the net and is contacted by an opponent.

Sec. 8 NET FOUL

Art. 1 During a live ball, a net foul occurs when:

- a) The net or cables are illegally touched;
- b) A player gains an advantage by contacting the floor/wall cables, standards or referee stand
- c) There is interference by a player who makes:
 - 1) Contact with an opponent which interferes with that opponent's legitimate effort to play the ball;
 - 2) Intentional contact with a ball which the opponent has caused to pass partially under the net and is attempting to play again.

Sec. 9 DOUBLE NET – A ball simultaneously held by opposing players is a double foul and is replayed.

Sec. 10 REPLAY – A replay is the act of putting ball in play (other than at the start of the game) without awarding a point or side-out and without a rotation for the serve. A replay shall be declared when:

- a) An official's mistaken audio signal interrupts play;
- b) A double whistle occurs on the serve;
- c) A player unintentionally serves before the referee signals for the serve;
- d) A foreign object enters the proximity of the playing areas;
- e) An official, wall, or floor obstacle within 6 feet of a boundary line, in the judgment of the official, interferes with a player's effort to legally play the ball;
- f) A ball becomes motionless in or on overhead obstruction which is above a playable surface;
- g) The referee determines a player has been injured;
- h) There is a double foul;
- i) A ball is simultaneously held by opposing players;
- j) There are conflicting line calls which the referee cannot resolve.

Sec. 11 FOULS – is a failure to play as permitted by the rules, A DOUBLE FOUL – occurs when players on the opposing teams commit rules infractions at the same instant, A DOUBLE HIT – occurs when a player illegally contacts the ball twice in succession before the ball is returned over the net to the opponent's playing area, A FOOT FAULT – occurs when the server, while in the act of serving, steps on or over a line indicating the serving area; a player, while the ball is in play, touches the floor completely across the center line, or its out-of-bounds extension with one or both feet; a player, while the ball is in play, touches the floor partially across the center line with any part of the body other than the feet; A BACK LINE PLAYER FOUL – occurs when a back line player, positioned on or in front of the spiking line or its out-of-bounds extension, blocks or attempts to block, or returns the ball when it is completely above the top of the net; AN OVER-THE NET FOUL – occurs when a player illegally contacts a ball which is completely on the opponent's side of the net; AN UNDER-THE NET FOUL – occurs when a player contacts the ball which has gone under the net and is completely on the opponent's side of the net; A MULTIPLE FOUL – occurs when the same team commits more than 1 violation of a single rule during the same play or dead ball.

PENALTIES FOR FOULS:

1. For a net foul, an over-or-under-the net foul, a back line player foul, a double hit or foot fault, point/side-out is awarded the opponents.
2. For each multiple foul of a single rule, no more than one penalty shall be awarded whether it is point/side-out or a charged time-out.

Sec. 12 UNNECESSARY DELAY

Art. 1 Unnecessary delay occurs when:

- a) A team is not immediately ready to start play when indicated by the referee/umpire;
- b) A substitute fails to immediately enter the game when indicated by the umpire;
- c) Excessive use of improper substitution procedure;
- d) A coach does not immediately sit down after making a request for substitution(s);
- e) A coach's request for substitution is recognized, then the coach withdrawn the request.
(substitute does not have to enter the game);
- f) A coach/captain makes excessive requests for the serving order;
- g) A player wears illegal equipment (4-1-1 through 6).

PENALTY FOR UNNECESSARY DELAY:

1. For a coach, player, substitute or team charged with unnecessary delay, a time-out shall be assessed the offending team and the 60 seconds given. If the team has used all its time-outs, point/side-out is awarded the opponents.

RULE 6

SUBSTITUTION

Sec. 1 DURING THE GAME – Substitution shall be permitted only during a dead ball, without delay upon request of the coach. The coach requesting the substitution shall stand, (1) immediately indicate by signaling to the officials a substitution is desired. And immediately sit down.

- A Upon the officials recognition of the coach's substitution request the substitute(s) shall immediately
 - (1) Report to the umpire his/her number of the player to be replaced for each substitution.
 - (2) Move to stand at the sideline between the spiking line and the centerline of the teams playing area facing the player being replaced.
- B The players shall remain at the sideline until the umpire has reported the numbers of the players involved to the scorer and has instructed them to exchange places.

- Sec. 2 DURING A TIME-OUT – For substitution during a time-out;
- The coach requesting substitution shall report to the umpire the number of the player to be substituted and then the number of the player to be replaced for each substitution;
 - The umpire reports the numbers of the players involved to the scorer;
 - Players shall enter the game at the end of the time-out without following normal exchange procedures.
- Sec. 3 GENERAL – Substitution shall not be made after the referee has signaled for the next serve to begin. The position of the substitute shall be that of the player placed without change in the order of service. A reentering player shall not return to the game during the same dead ball during which the player was replaced. The reentering player shall assume the original position in relation to other teammates in the serving order, except in the case of injury when all squad members have played but none have played in the injured player's position. In this case, any substitute, otherwise legal may reenter at the vacant position, but the injured player shall not reenter the match. An injured player, who is replaced by a substitute not previously entered in the game at another position, may reenter the game. A player is limited to 3 entries during a game. Starting the game counts as an entry. Illegal substitutions shall not be counted as an entry if the player is removed from the court.
- Sec. 4 ILLEGAL SUBSTITUTION – An illegal substitution occurs when:
- A substitute(s) enters the game without the official's recognition of the coach's request for substitution;
 - A substitute(s) enters the game in the wrong position; is a fourth entry; is an unlisted substitute; or reenters the game during the same dead ball.
 - A previously injured player enters the same game in which he/she has had to be replaced by a player who has played in another position.

PENALTIES FOR ILLEGAL SUBSTITUTION:

- For an illegal substitution, point/side-out shall be awarded the opponents as soon as the illegal substitution is discovered and verified.
 - Any points known by the official scorer to have been made on this turn of service before the error was discovered shall be canceled. Proper order as is written on the score sheet shall be regained immediately.
 - Points scored by the serving team while its opponent was in error are not lost. Proper order as is written on the score sheet shall be regained immediately.
 - If the illegal substitution is not discovered until after the serve has alternated and the first serve is contacted, there shall be no loss of points.
 - If the receiving team is in error, only one (1) point shall be awarded the serving team.
- Sec. 5 IMPROPER SUBSTITUTION PROCEDURE – Improper substitution occurs when:
- A substitute(s) and the player(s) being replaced do not stand between the spiking line and center line of their playing area, facing each other;
 - A substitute(s) does not give his/her number(s) and the number(s) of the player(s) to be replaced to the umpire;
 - A substitute(s) enters or a player(s) leaves the court before the umpire indicates the substitution(s) has been recorded;
 - A substitute(s) gives the wrong number(s) or the numbers in reverse order to the umpire.
 - Coach gives the umpire numbers of player involved in the substitution.

RULE 7 TIME-OUTS

- Sec. 1 DEFINITIONS – Charged time-outs are those requested by a team or charged to a team by the referee or umpire. Officials' time-outs are those taken by officials for any reason they deem necessary.
- Sec. 2 GENERAL – Requests for time-outs shall be made by the coach or playing captain only during dead balls, but not after the referee has signaled for the next serve. A time-out requested prior to the start of the game shall be honored. Charged time-outs per game. Requests for additional time-outs shall not be honored. Time-outs may be taken consecutively without play between them. An additional time-out shall be permitted when each team has scored 14 points.

PENALTIES FOR TIME-OUT FOULS:

- For a team delaying its return to the floor after a time-out, unnecessary delay shall be charged, assessing a time-out to the offending team and the team shall be given the 60 seconds.
- For being charged or requesting a time-out in a game after a team has taken its allotted time-outs, point/side-out is awarded the opponents, and the team shall not be given the 60 seconds.

Sec. 3 REVIEWING DECISIONS:

- (A) To review a decision by an official which may have resulted in an incorrect decision, a coach may request and be granted a time-out, provided the request is made during the dead ball in which the possible incorrect decision occurs. When a time-out is so granted, the coach shall confer with the referee at the referee's platform. If the conference results in the referee altering the ruling, the opposing coach shall be notified by the umpire, the revision made and the time-out charged to the official.
- (B) Decisions based on the judgment of the official(s) are final and not subject to review.

PENALTY:

If the official's decision prevails, the team requesting the conference shall be charged a time-out, and if it has used its 2 allotted time-outs, it shall be penalized by point/side-out awarded the opponents.

Sec.4 INJURY – In case of injury, the referee may interrupt play and, after sufficient time for replacement of the injured player, direct a replay. No time-out is charged that player's team if the injured player leaves the game. If the player is able to stay in the game but is not ready to play within 60 seconds of the official's signal for time-out, that player's team is charged a time-out.

RULE 8 CONDUCT

Sec. 1 DEFINITION – "Unsportsman"-like conduct includes actions which are unbecoming to an ethical, fair, honorable individual. It consists of acts of deceit, disrespect or vulgarity.

Sec. 2 PLAYERS, COACHES, TEAM ATTENDANTS AND/OR SPECTATORS – No player, coach, team attendant and/or spectator shall act in an "unsportsman"-like manner while on or near the court before a match, during a game or between games. Coaches shall attend the pre-match conference. Coaches shall remain seated on the bench during a game except to:

- a) Request a time-out or substitution during a dead ball;
- b) Confer with players during time-outs;
- c) Spontaneously react to an outstanding play by members of their own team;
- d) Confer with officials during specifically requested time-outs;
- e) Attend an injured player with permission of the official.

PENALTIES FOR ILLEGAL CONDUCT:

- 1. For a player displaying acts of "unsportsman"-like conduct such as:
 - a) Use of disconcerting acts or words when an opponent is about to play the ball;
 - b) Derogatory remarks to officials or opponents;
 - c) Questioning or trying to influence officials' decisions;
 - d) Showing disgust with officials' decisions;
 - e) Using insulting language or gestures or baiting acts which engender ill will;
 - f) Making any contact with an opponent which is deemed unnecessary and which incites roughness; or
 - g) Using any part of a teammate's body or any object to gain physical support for advantage in playing the ball, point/side-out is awarded the opponents.
- 2. For a coach delaying/refusing to attend the pre-match conference, point/side-out is awarded the opponents.
- 3. For a coach, substitute or team attendant displaying acts of "unsportsman"-like conduct such as:
 - a) Entering the court while the ball is in play;
 - b) Attempting to influence a decision by an official;
 - c) Disrespectfully addressing an official;
 - d) Questioning an official's judgment;
 - e) Using an artificial aid to coach or direct a play or mechanical device to attract attention;
 - f) Holding unauthorized conference;
 - g) Reentrance of a disqualified player, point/side-out is awarded the opponents.
- 4. For a spectator becoming unruly or interfering with the order progress of the game, the referee shall suspend the game until the home management removes that person(s) from the premises. Failure of the home management to do so in reasonable amount of time shall result in forfeiture of the game by the home team.
- 5. For excessive "unsportsman"-like conduct according to the referee's judgment, team members (including all players, coaches, substitutes and team attendants) may be disqualified from further competition in the match or ejected from the premises.

POINTS OF EMPHASIS

(The Volleyball rules Committee believes the following areas deserve special consideration.)

JEWELRY – Players shall not wear jewelry with the exception of religious or medical medal. In such instances, the medal is to be taped to the body under the uniform. A necklace, chain or similar connecting device is not considered a part of the medal, and therefore cannot be worn.

HAIR DEVICES – The rule allows players to wear hair items made of soft material. The intent of the rule considers the safety of all the players on the court as well as eliminates officials scrutiny of several hair devices. Hair devices are not inclusive of hats, caps, etc.

LEGAL HITS – A legal hit is contact with the ball by a player's body above and including the waist which does not allow the ball to visibly come to rest even momentarily. Legal hits include setting, bumping, dinking, blocking and spiking. If during contact, the ball visibly becomes motionless or is in a state of inactivity, the hit is illegal. Holding, catching, throwing, lifting and pushing are illegal hits because the ball, upon contact with the player, becomes motionless or is in a state of inactivity. A ball rolling up the arm is illegal because of the prolonged contact with the ball.

POSITIONING - It is the position of the part of the body touching the floor that is considered when determining overlapping between adjacent players. It is important to remember that it is only adjacent players that cannot be overlapping at the moment the ball is contacted for the serve. As soon as the ball had been contacted, all players are free to move to any position on the court.

OBSTRUCTIONS – In order to protect players from injuries, obstructions located over non-playable surfaces such as bleachers, team benches, officials' table, adjacent courts scheduled for play, etc. shall be considered out-of-bounds. A ball striking an overhead obstruction located above a playable surface that rebounds over a non-playable surface is blown dead immediately and side-out or point is awarded.

SCREENING – Although the receiving team has the right to see the ball being served, screening is now called on a single player unless his/her arms are held clearly above the head and the served ball passes directly over him/her. A screen is not called on a group of players unless the ball passes directly over a player in that group who is standing upright. A player bent over low at the waist or in a crouched position is not screening.

A single player is also called for screening if he/she makes distracting movements or deliberately alters position to move in front of an opponent after the referee has signaled for the serve.