

## *Comparison of 2018 NFHS Volleyball Rules and NCAA Women's Volleyball Rules*

		<b><u>NFHS</u></b>	<b><u>NCAA</u></b>
<b>1</b>	Playing surface	There must be at least 6 feet (preferably 10 feet) of unobstructed space outside the boundary lines. The court and the adjacent playable area must be flat, smooth and free of obstructions other than required equipment and padding.	The playable surface consists of the court and at least 2 meters surrounding it, which must be flat and smooth. Additional playing area can have a lower surface by up to ½” as long as both surfaces are safe. Free space requirement of 3 meters for facilities constructed after 2016.
<b>2</b>	Playing restrictions	A player must be touching the playable surface to legally play a ball over a nonplayable area.	A player must be touching the playable surface to legally play a ball over a nonplaying area.
<b>3</b>	Center line specifications	May be solid or shadow-bordered. The border or outlines must be at least ¼” wide and within the total 2” width.	May have any or all of the following characteristics: <ul style="list-style-type: none"> <li>• A solid (uninterrupted) line.</li> <li>• A solid interrupted line: 4-inch line, 2-inch break, 4-inch line, 2-inch break, etc.</li> <li>• A shadow-bordered line with .64-centimeter (¼-inch) borders</li> </ul>
<b>4</b>	Attack Line Extensions	Not addressed	Required
<b>5</b>	Media location	Not specifically addressed, but 6 feet of free space surrounding the court is required.	Equipment and personnel cannot be in front of benches or in the front zone on the bench side. In other areas, must be within 1 meter of the barrier limiting the playable area. During timeouts and between sets, approved/ credentialed media personnel may enter the court.
<b>6</b>	Overhead Clearance	At least 23 feet (7 meters) is recommended.	12.4 Meters (41 Feet) is recommended. For facilities constructed after 2006, 7.62 meters (25 feet) is required.

		<b><u>NFHS</u></b>	<b><u>NCAA</u></b>
<b>7</b>	Ceiling and obstructions (over playable area of team making last contact)	In play. Judgment replay for vertical backboard. Cables for ceiling-suspended net system only on one side of the net are playable.	Ball in play 4.6m (15 ft.) or above; judgment replay below 4.6m.
		<b>NEW NFHS Rule 2-4-1e - ARTICLE 1 - A referee shall stop play when:</b> <b><u>(e) The ball contacts the cable(s) and/or diagonal pole(s) used to retract a ceiling-suspended net system, which are used to retract a ceiling-suspended system and located only on one side of the net.</u></b>	
<b>8</b>	Service Zone	If 6 ft. of depth is not possible beyond end line, a line is placed within the court boundaries to mark the required 6 ft.	Required to have 2 meters (6 ft. 6 in) of depth past the end line, with no allowance for extending this area into the court.
<b>9</b>	Warm-up area	Warm-up area must be in a nonplayable area (for example, behind bench).	Warm-up area begins at the end line or the end of the team bench, whichever is nearer to the score table. It may extend to within 1.75 meters of the sideline or service zone, as long as substitutes' position does not interfere with the officials' duties.
<b>10</b>	Penalty area	Not used.	Not used.
<b>11</b>	Temperature	Not addressed.	Not addressed.
<b>12</b>	Lighting	Not addressed.	Questions about lighting should be directed to the NCAA Secretary-Rules Editor.
<b>13</b>	Noisemakers	The use of artificial noisemakers is prohibited.	Artificial noisemakers are not permitted in the playing and spectator areas.
<b>14</b>	Referee platform	Required. Must elevate the referee's head 2 to 3 feet above the top of the net.	Required. Referee's platform and ladder must be distributed evenly behind the net pole, and the ladder must be distributed evenly at the back of the referee platform.

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15	Net length and width	36" – 39" wide and 31'6" – 33' long.	1 meter (39 inches) wide and at least 9.5 meters (31 feet, 2 inches) long.
16	Exposed cable	Must be covered	Must be covered
17	Band at top of net	May be 2" to 2¾"	May be 2" to 3¼"
18	Net sleeves	Allowed on top of net only, secured to net, shall not affect height of net or interfere with play; not greater than 3⅝" wide.	Allowed on top of net only, if secured in such a way that net height and play are not affected, and not greater than 3⅝" wide.
19	Net markings	Permitted on top white net tape or white sleeve. No markings are permitted on a side (vertical) tape other than the manufacturer's name/logo/trademark or reference.	Advertising is allowed on top tape, bottom tape, and/or tape outside antenna.
20	Net posts	Distance from sideline is 3 feet (1 meter).	Recommended distance from sideline is 1 meter (3' 3"). For facilities constructed after 2008, 1 meter required.
21	Ball characteristics	Surface must be smooth and all panels must be equal size, rectangular-shaped, and solid white or a maximum combination of three colors, with one-third of the panels all white. <b>Balls must include the NFHS Authenticating Mark</b>	Surface must be a uniform, light color or a combination of colors with at least one-third of surface white or light. The "dimpled" ball used in international competition is not permitted, as the ball must be "smooth leather or leatherlike" in composition.
22	Rosters	All teammates must be listed. Teammates can be added to the roster, but the result is a loss of rally, point to the opponent.	Not used. Designated coaches must be listed on first set lineup sheets.
23	Roster changes	Roster violation or additions result in a loss of rally, point to opponent.	No roster is used
24	When rosters are due	Rule 7-1-1a - "A coach from each team shall submit in writing to the second referee an accurate roster giving names and uniform numbers of all players at the timed prematch conference. Changes to rosters made be made until 10 minutes remaining on the game clock."	No roster is used.

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25	Captain designation	One player must be designated as playing captain on the lineup sheet for each set. That player remains captain unless he/she leaves the set and another player must be designated as captain.	One player must be designated as captain on the lineup sheet for each set, and is captain whenever that player is on the court.
26	Indicating captain	The second referee will indicate the captain with an open hand. The captain will acknowledge the first referee by raising his/her arm toward the first referee.	The second referee will indicate the captain with an open hand. The captain will acknowledge the first referee (raised hand or head nod).
27	Limit to team members	No limit to the number of teammates on a team, or the number of coaches/staff.	No limit to the number of players on a team, or the number of coaches/staff.
28	Non-disruptive coaching – ball in play	<ul style="list-style-type: none"> <li>• <del>The head coach may stand in the libero-replacement zone at least 6 feet from the sideline to coach. If a team member on the bench is assessed a card for unsporting conduct, privilege is lost for the match.</del></li> <li>• <del>Assistant coaches shall remain seated on the bench except for the provisions in Rule 12-2-5.</del></li> </ul>	Non-playing team members are required to stay at least 1.75 meters from the court and completely outside the substitution zone.
		<b>MIAA Rules Modification #2a</b>	
29	Non-disruptive coaching – ball out of play	<ul style="list-style-type: none"> <li>• <del>No restriction on coach's location while seated on the bench.</del></li> <li>• <del>During a dead ball, the head coach may stand in libero replacement zone to instruct players. Privilege is lost for the match if any team member on bench is assessed a card for unsporting conduct.</del></li> <li>• <del>Assistant coaches shall remain seated on the bench except for the provisions in Rule 12-2-5.</del></li> </ul>	<ul style="list-style-type: none"> <li>• No restriction on coach's location while seated on the bench.</li> <li>• Only one coach at any time may address referee to clarify non-judgment ruling or confirm TO/sub information. Coaches may not delay the resumption of play to discuss a judgment decision.</li> <li>• Coach(es) must not enter the substitution zone to address judgment decisions at any time.</li> </ul>
		<b>MIAA Rules Modification #2a</b>	

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<b>30</b>	Designated coaches	<ul style="list-style-type: none"> <li>• Specific designation not addressed, but the head coach must attend the prematch conferences.</li> <li>• Only the head coach may request timeouts, substitutions, and lineup checks, and has the privilege to stand during play</li> </ul>	<ul style="list-style-type: none"> <li>• All coaches must be designated on the first set lineup sheet.</li> <li>• Any coach may instruct players or request interruptions/ lineup check.</li> </ul>
<b>31</b>	Number of players	Must have 6 players to start match; may continue with less than 6 players due to injury, illness, or disqualification.	Must have at least 6 players to start match; must have at least 6 eligible players to continue play
<b>32</b>	Injury timeout	<ul style="list-style-type: none"> <li>• If an injured/ill player cannot continue after there are no remaining timeouts and the team has no legal or exceptional substitutes, the first referee may call a special injury timeout of up to three minutes for the injured/ill player.</li> <li>• If the player cannot return by the conclusion of the special injury timeout, the team shall play short for the remainder of the set.</li> </ul>	<ul style="list-style-type: none"> <li>• If an injured player cannot be substituted (legally or exceptionally), an injury timeout of up to three minutes is given without requiring the team to take any remaining legal timeouts.</li> <li>• If the player is unable to play after three minutes, the team may take any remaining legal timeouts.</li> <li>• If the injured player cannot continue to play, the team is declared incomplete and defaults the set.</li> </ul>
<b>33</b>	Assessing individual sanctions	<ul style="list-style-type: none"> <li>• Warning – Yellow card held in one hand on offending team’s side of court. Each team member can receive an individual yellow card.</li> <li>• Penalty – Red card held in one hand on offending team’s side of court.</li> <li>• Expulsion – Rules do not include an expulsion sanction. Behavior requiring a sanction beyond a penalty point results in disqualification for the match.</li> <li>• Disqualification – Red and yellow cards held in separate hands.</li> <li>• Forfeit. (State association may modify)</li> </ul>	<ul style="list-style-type: none"> <li>• Warning – Yellow card held in one hand. Each team member can receive an individual yellow card.</li> <li>• Penalty – Red card held in one hand.</li> <li>• Disqualification – Red and yellow cards held in separate hands</li> </ul>

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34	Expulsion	Expulsion sanction is not a part of the sanction scale.	Expulsion sanction is not a part of the sanction scale.
35	Disqualification	<ul style="list-style-type: none"> <li>• Loss of rally/point is assessed for a disqualification.</li> <li>• Disqualified teammate will leave team bench for remainder of match if supervision available.</li> <li>Disqualified adult will leave premises.</li> </ul>	<ul style="list-style-type: none"> <li>• Loss of rally/point is assessed for a disqualification.</li> <li>• Disqualified team members must leave team and spectator areas for the remainder of the current match and the entire next match.</li> </ul>
36	Use of red and yellow cards	Carried by both referees; second referee signals need for sanction to first referee using cards.	Used only by first referee.
37	Improper request technique	Not applicable.	Without a sanction card, hold palm of one hand against the opposite wrist.
38	Team sanctions (Unnecessary Delay)	<ul style="list-style-type: none"> <li>• Unnecessary Delay Yellow Card – yellow card held against the opposite wrist.</li> <li>• Unnecessary Delay Red Card – red card held against opposite wrist.</li> </ul>	<ul style="list-style-type: none"> <li>• Delay Warning – yellow card held against the opposite wrist.</li> <li>• Delay Penalty – red card held against opposite wrist.</li> </ul>
39	Duration of sanctions	<ul style="list-style-type: none"> <li>• Unsporting conduct sanctions – for the match.</li> <li>• Administrative Unnecessary Delay sanctions – for the set.</li> </ul>	<ul style="list-style-type: none"> <li>• Misconduct and delay sanctions- for the set (exception - disqualification is for the remainder of the current match and the team's entire match)</li> </ul>
40	Sanction procedures	<ul style="list-style-type: none"> <li>• First referee holds card(s) in hand on the offending team's side, head high, and verbalizes number of player or which coach received the card.</li> <li>• 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.</li> <li>• Second referee verifies that the scorer records information.</li> </ul>	<ul style="list-style-type: none"> <li>• When a player on the court receives sanction, the captain must go to the stand to acknowledge the sanction.</li> <li>• When a team member on the bench is sanctioned, or a delay sanction is assessed, the second referee immediately and clearly informs a coach.</li> <li>• When an improper request is assessed, the second referee informs a coach at the end of the rally.</li> <li>• The second referee whistles when requesting any sanction from the first referee.</li> <li>• The first referee whistles when assessing an individual sanction, unless the sanction was requested by the second referee.</li> </ul>

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<b>41</b>	Electronic Aids	<ul style="list-style-type: none"> <li>• Electronic devices may be used during the match except to communicate with the player(s) on the court. The first referee may restrict the use of the device(s) if determined to interfere with the contest.</li> <li>• Electronic devices shall not be used for any review of a referee's decision.</li> </ul>	<ul style="list-style-type: none"> <li>• Statistical data may be transmitted to the bench from any location in the facility.</li> <li>• Audio or video transmissions to the bench are prohibited.</li> <li>• Video may be viewed between sets outside the bench area, playing area, and spectator areas.</li> </ul>
<b>42</b>	Uniforms	<ul style="list-style-type: none"> <li>• All players except the libero must be in likecolored uniforms.</li> <li>• Exposed undergarment under top or bottom must be unadorned and a single solid color similar to the predominant color of corresponding uniform top or bottom. Teammates may wear multiple styles of uniform bottoms (shorts, spandex, pants, skirts).</li> </ul> <p>The uniform rule was reorganized and rewritten to increase understanding and eliminates the solid color uniform requirements aligning the uniform standards with other rule codes. The libero uniform must clearly contrast with his/her teammates' uniforms and conform to all other uniform rules.</p>	<ul style="list-style-type: none"> <li>• All players except the libero must be dressed identically. Manufacturers' logos and lettering on uniforms are not required to be identical.</li> <li>• If more than one player (other than the libero) wears a particular article of clothing as an exposed undergarment, all must be identical.</li> </ul>
<b>43</b>	Uniform sleeve length	Differing sleeve lengths allowed.	Uniforms must have identical sleeve length (except libero).

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44	Uniform numbers	<ul style="list-style-type: none"> <li>Numbers must be located on the player's upper front and back. On the front, the top of the number must be no more than 5" down from the shoulder seam, or centered and no more than 5" below the bottom edge of any neckline ribbing/placket/seam.</li> <li>Legal numbers are 00, 0-99, inclusive.</li> </ul>	<ul style="list-style-type: none"> <li>Numbers must be centered on the back. On the front, the number must be either centered or placed on one shoulder with the top of the number no more than 5" from shoulder seam.</li> <li>Legal numbers are 0-99, inclusive. Double zero not allowed; leading zero (ex. "05") not allowed.</li> </ul>
		<b>New NFHS Rule Article 4-2- 4b: the number shall be: not more than 2 digits (00, 0-99)</b>	
45	Manufacturer logo specifications	Single manufacturer's logo permitted on each piece of uniform (no more than 2¼" square inches) and no dimension more than 2¼". School logos permitted.	Manufacturer logos permitted. Size restrictions per NCAA guidelines [see Rule 7.1.3].
46	Uniform "adornment" restrictions	Uniforms must be free of all hard and unyielding items (buttons, zippers, snaps, fasteners, etc.).	Not addressed; safety of participants is paramount.
47	Libero uniform	Rule 4-2-2:...The libero uniform top must clearly contrast from the predominant color(s) of the team uniform top, excluding trim. The libero's uniform top cannot be made up solely of the same predominant color(s) of the team's uniform top, even if the color(s) are placed differently on the uniform top.	<ul style="list-style-type: none"> <li>Either the libero or her teammates must wear a solid-color jersey which must clearly contrast from the predominant color(s) of the teammate(s)' jersey.</li> <li>Libero's shorts may differ from teammates'.</li> <li>Libero may wear a vest to differentiate from teammates, but it must be numbered.</li> </ul>
		<b>New NFHS Rule 4-2-2.</b>  Please go to the NFHS website and review 2019 Contrasting Uniform Requirements at link: <a href="http://www.nfhs.org/media/1019891/2019-contrasting-uniform-top-requirements.pdf">http://www.nfhs.org/media/1019891/2019-contrasting-uniform-top-requirements.pdf</a>	



		<b><u>NFHS</u></b>	<b><u>NCAA</u></b>
48	Solid-color uniforms – criteria	<ul style="list-style-type: none"> <li>• <del>Sleeves must be the same color as the body of the jersey.</del></li> <li>• <del>Piping/Trim not exceeding 1” at its widest point may be placed along the seams and be a different color(s) than the uniform top.</del></li> <li>• <del>Lettering and collars can be a different color than the body of the jersey.</del></li> <li>• Numbers must be a contrasting color and meet all other specifications in <b>Rule 4-2-4.</b></li> </ul>	<ul style="list-style-type: none"> <li>• Sleeves must be the same color as the body of the jersey.</li> <li>• Piping/Trim not exceeding 1” at its widest point may be placed along the seams and be a different color(s) than the uniform top.</li> <li>• Lettering and collars can be a different color than the body of the jersey.</li> <li>• Numbers must be a contrasting color and meet all other specifications in Rule 7.1.2.</li> </ul>
		<b>NFHS Rule 4-2-1a</b>	
49	Uniform Non-Compliance	<ul style="list-style-type: none"> <li>• When a team cannot begin the match with six players wearing legal uniforms, a loss of rally/ point shall be awarded to the opponent at the beginning of the match, and the state association shall be notified.</li> <li>• If discovered during the set, the player is removed, unnecessary delay assessed, and player may return in legal uniform later in the set.</li> </ul>	Ask the coach if either the teammates or libero can change into a solid-colored uniform. If a solid-colored jersey is not available for either the libero or her teammates, the team must play without a libero. After the match, report the team to the NCAA Secretary-Rules Editor and the individual who assigned you to that match.
50	Illegal uniforms	<ul style="list-style-type: none"> <li>• <del>When a team cannot begin the match with six players wearing legal uniforms, a loss of rally/ point shall be awarded to the opponent at the beginning of the match, and the state association shall be notified.</del></li> <li>• <del>If discovered during the set, the player is removed, unnecessary delay assessed, and player may return in legal uniform later in the set.</del></li> </ul>	Not allowed to play.

		<b><u>NFHS</u></b>	<b><u>NCAA</u></b>
<b>51</b>	Player equipment	<ul style="list-style-type: none"> <li>• Splints/braces/casts not allowed on finger, hand, wrist, or forearm. Casts on other body parts may require padding.</li> <li>• Hair devices made of soft material and no more than 3" wide, bobby pins, flat clips, and flat barrettes no longer than 2" and unadorned are permitted.</li> <li>• Helmets and religious head coverings require authorization from the state association.</li> </ul>	<ul style="list-style-type: none"> <li>• Splints/braces/casts allowed on arms or hands if padded and no advantage is gained.</li> <li>• Hair devices allowed. A headband, head sweatband, or bandanna worn as a sweatband is permitted; however, hats and other bandannas are not permitted.</li> <li>• For any headgear not mentioned in the rules, the team must present a current waiver from the NCAA Secretary-Rules Editor.</li> </ul>
<b>52</b>	Jewelry during play	<ul style="list-style-type: none"> <li>• Not allowed (exception – medical or religious identification may be worn and taped to body).</li> <li>• Unnecessary delay is charged for jewelry discovered during play.</li> <li>• Body paint or glitter prohibited.</li> </ul>	<ul style="list-style-type: none"> <li>• Not allowed (exception – medical/religious identification may be removed from chain and taped or sewn under the uniform).</li> <li>• Delay sanction is assessed if jewelry removal delays the match.</li> </ul>
<b>53</b>	Jewelry during warm-ups	Not allowed. No penalty unless player does not comply with the referee's directive to remove (unsporting conduct).	Preventive officiating recommended first. If a player does not comply promptly when directed to remove jewelry, a delay sanction is assessed.
<b>54</b>	Blood on uniform	Treat as injured player. Any blood on uniform requires the uniform to be cleaned or changed. No penalty for necessary number change.	Allow reasonable time to change uniform. No duplicate numbers in same set, but other number changes allowed.
<b>55</b>	Damaged uniform	Not addressed.	Allow reasonable time to change uniform. No duplicate numbers may be worn by teammates playing in the same match.
<b>56</b>	Control of player equipment	If equipment falls to floor, play must be stopped and started with replay. Multiple problems result in unnecessary delay.	If a player's necessary equipment falls to the floor and creates a safety hazard, play is stopped and a replay is directed.
<b>57</b>	Definition of a rally	A rally is the sequence of actions ended by a fault, resulting in point.	A rally begins at service contact and ends when the ball is out of play. A rally is completed when a point is awarded.

		<b><u>NFHS</u></b>	<b><u>NCAA</u></b>
<b>58</b>	Reporting after the interval between sets.	If a team is not ready to start play, unnecessary delay is assessed.	If a team is not ready to play at the start of a set, a delay sanction is assessed. Each additional 30 seconds of delay results in a delay penalty up to a maximum of 5 minutes, after which the set is defaulted.
<b>59</b>	When set officially ends and interval between sets begins	When first referee signals teams to the appropriate benches.	When the first referee signals change of sides to the teams (or, before a deciding set, when team representatives are released after the coin toss).
<b>60</b>	Pre-match warm-up	Not addressed; state association policy.	<ul style="list-style-type: none"> <li>• Warm-up protocols are defined by rule.</li> <li>• When both teams are on court, all warm-up activities must be on the team's own playing area.</li> <li>• When a team has exclusive use of the court, the other team must remain off the playing surface or at their bench. Neither shared hitting nor shared serving are allowed.</li> </ul>
<b>61</b>	Warm-up between sets	Neither hitting nor serving is allowed between sets. Players may use balls only on their own side of the playing area.	Neither hitting nor serving is allowed between sets. Players may use balls on their own side of the playing area only.
<b>62</b>	Coin toss and choice of playing area	<ul style="list-style-type: none"> <li>• Head coach and captain(s) must attend.</li> <li>• Home team selects playing area/bench for set #1 upon entering the facility.</li> <li>• Pre-match coin toss is for serve/receive only.</li> <li>• Deciding set coin toss is conducted at the official's table by the second referee; the toss is called by the home team playing captain and is for serve/receive or playing area.</li> <li>• The second referee communicates the results of the toss to the first referee by extending an outstretched arm on the side of the team to serve first and giving the appropriate signal indicating if teams will remain on their sides or change courts.</li> </ul>	<ul style="list-style-type: none"> <li>• Any team representative may attend prematch and deciding set coin toss.</li> <li>• Home team designates their playing area for the first set one hour before the match.</li> <li>• Pre-match coin toss is for serve/receive only, and is called by the visiting team representative.</li> <li>• Deciding set coin toss is conducted near the score table by the second referee; the toss is for serve/receive or playing area and is called by the home team representative.</li> <li>• The second referee communicates the results of the toss to the first referee by extending an outstretched arm on the side of the team to serve first and giving the appropriate signal indicating if teams will remain on their sides or change courts.</li> </ul>

		<b><u>NFHS</u></b>	<b><u>NCAA</u></b>
63	Ball use during timeout	Not allowed.	Allowed off-court, past the end line.
64	Changing courts in a deciding set	Teams do not change courts during a deciding set.	Teams change courts when one team has scored eight points.
		<b>MIAA Rules Modification #1</b>	
65	Lineups due for first set	<ul style="list-style-type: none"> <li>• Two minutes prior to end of timed warm-up period <b>to the second referee.</b></li> <li>• If used, the libero's number must be marked on lineup sheet for each set.</li> </ul>	<ul style="list-style-type: none"> <li>• At the three-minute mark on the countdown clock timing the warm-ups.</li> <li>• If used, the libero's number must be entered on lineup sheet for each set.</li> </ul>
66	Lineups due for subsequent sets	No later than one minute remaining in the timed interval.	At least 30 seconds before the expiration of the interval between sets.
		<b>MIAA Rules Modification #3</b>	
67	Penalty for late lineup	Loss of rally/point awarded to the opponent at the start of the next set.	Delay sanction. After an additional 30 seconds, a delay penalty is issued. Another delay penalty for each additional 30 seconds. Set is defaulted five minutes after the proper submission time.
		<b>MIAA Rules Modification #3</b>	
68	Change in lineup after submitted	A lineup submitted early may be changed up to the two-minute mark prior to the first set and up to the one-minute mark prior to each subsequent set. Changes after lineups are due must be made by substitution.	For set one, lineups may be changed until the one-minute mark on the clock timing the warm-ups. Within one-minute of set one, and for all other sets, must use substitution.
69	Starting player injured/ill after lineup is submitted	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.	For set one, lineups may be changed until the one-minute mark on the clock timing the warm-ups. Within one-minute of set one, and after lineup is submitted for all other sets, must use substitution.

		<b><u>NFHS</u></b>	<b><u>NCAA</u></b>
<b>70</b>	Libero number listed as a regular player in the starting lineup	The lineup may be corrected in one of two ways: 1. Change the listed libero with the duplicate number to a different legal number. 2. Use a substitution to change the starting player to a different legal number into that position.	The lineup may be corrected in one of two ways: <u>1. Change the listed libero with the duplicate number to a different legal number.</u> <u>2. Use a substitution to change the starting player to a different legal number into that position.</u>
<b>71</b>	Libero number not listed on lineup sheet	<u>If a libero is not designated on the lineup sheet for a set, the team may not use a libero for that set. A libero may be designated for subsequent sets</u>	<u>If a libero is not designated on the lineup sheet for a set, the coach may, without delay, indicate to the second referee the player's number who will be playing libero. This designation must be made before the set begins.</u>
<b>72</b>	Third time request	Unnecessary delay, regardless of whether the second referee acknowledged the request.	Improper request unless the timeout is acknowledged (whistled), then a delay sanction is assessed.
<b>73</b>	Length of timeouts	60 seconds. Warning whistle is blown 15 seconds before end of timeout period.	Default is 75 seconds. Coaches may agree to modify length to 60 or 90 seconds. Warning whistle is blown 15 seconds before end of timeout period.
<b>74</b>	Water during timeout	Unnecessary delay is assessed when the cleaning up of liquid or other substances causes a delay in resumption of play.	No location restriction; must be cleaned up by end of timeout, or a delay sanction is assessed.
<b>75</b>	Timeout ending early	Yes, if both teams are ready to play. A warning whistle is blown, and the horn is used to end the timeout.	Yes, if both teams are ready to play. A warning whistle is blown, and the horn is used to end the timeout.
<b>76</b>	Substitution requests	<ul style="list-style-type: none"> <li>• Can be verbally requested by head coach.</li> <li>• A substitute entering the substitution zone also constitutes a request.</li> </ul>	<ul style="list-style-type: none"> <li>• Can be verbally requested by a designated coach or the playing captain.</li> <li>• A substitute entering the substitution zone also constitutes a request.</li> </ul>

		<b><u>NFHS</u></b>	<b><u>NCAA</u></b>
<b>77</b>	Requesting a timeout, substitution, or lineup check	<ul style="list-style-type: none"> <li>• Playing captain may request timeout or lineup check for own team from second referee.</li> <li>• Head coach may request timeout, substitution, or lineup check verbally or with appropriate hand signal.</li> <li>• If a replay is called, no requests may be recognized until after the rally is completed. Exception: When a replay is signaled due to an injury/illness and the injured/ill player cannot continue play, the head coach may request a substitute or complete a legal libero replacement for the injured/ill player or take a team time-out(s) if the team has remaining time-out.</li> </ul>	<ul style="list-style-type: none"> <li>• Designated coach(es) or captain may make request.</li> <li>• Coach(es) must be in the bench or warmup area to make request.</li> <li>• Not allowed between authorization of the service and the end of the next rally.</li> <li>• Substitution and timeout requests only allowed after a completed rally.</li> </ul>
<b>78</b>	Teams required to leave courts during timeouts	No. Coach may enter court. Teams may confer with their coaches only on the court or at their team bench area.	No. During a timeout, all team members may go anywhere in the facility except in the opponent's team area.
<b>79</b>	Exceptional substitution	<ul style="list-style-type: none"> <li>• Counts as a team substitution if fewer than 18 have been used.</li> <li>• Player replaced by exceptional substitution may not return to that set.</li> </ul>	<ul style="list-style-type: none"> <li>• Does NOT count as a team substitution.</li> <li>• Player replaced by exceptional substitution may not return to that set.</li> </ul>
<b>80</b>	Maximum team substitutes	Eighteen team substitutions per set.	Fifteen team substitutions per set.

<b>81</b>	Illegal substitution request	Unnecessary delay.	Improper request if not whistled by second referee; delay sanction if whistled.
<b>82</b>	Notification of number of substitutions	<ul style="list-style-type: none"> <li>• Scorer informs second referee when 15th – 18th substitutions are used; second referee then informs coach.</li> </ul>	<ul style="list-style-type: none"> <li>• Scorer informs second referee when 12th – 15th substitutions are used; second referee then informs coach.</li> <li>• Second referee notifies first referee when 15th substitution is used by showing only the number "15" (no substitution signal).</li> </ul>

		<b><u>NFHS</u></b>	<b><u>NCAA</u></b>
<b>83</b>	Substitution requests in conjunction with timeouts	Only one substitution request can be made in each dead ball period, even if a timeout is granted.	A substitution request may be followed immediately by a timeout request. Any number of substitution requests may be made during a timeout; an additional request may be made at the end of the timeout.
<b>84</b>	Number of liberos allowed	One libero may be designated for each set.	One libero may be designated for each set.
<b>85</b>	Libero service restrictions	Libero may serve in one rotation in a set	Libero may serve in one rotation in a set.
<b>86</b>	Libero replacements	A completed rally must take place between two libero replacements unless the next action the libero will take is to serve.	A completed rally must take place between two libero replacements except in the case of injury/illness or when there is a forced rotation caused by penalty. Exception: when the next action the libero will take is to serve, no rally is required.
<b>87</b>	Incorrect libero replacement	<ul style="list-style-type: none"> <li>• Can be corrected by the team prior to the service beckon.</li> <li>• Officials should correct errors as soon as they are recognized, including prior to next service contact; if officials get involved with correction, unnecessary delay is charged.</li> <li>• If play begins (with whistle for serve) after incorrect replacement, illegal alignment occurs.</li> </ul>	<ul style="list-style-type: none"> <li>• Can be corrected by the team prior to the next service contact.</li> <li>• Officials should correct errors as soon as they are recognized, including prior to next service contact; if officials get involved with correction, a delay sanction is assessed.</li> <li>• If play begins (service contact) after incorrect replacement, a position fault occurs.</li> </ul>
<b>88</b>	Libero status during timeout	<ul style="list-style-type: none"> <li>• At the beginning of a timeout, the libero tracker reports the status of each team's libero to the second referee.</li> <li>• No formal signals are used.</li> </ul>	<ul style="list-style-type: none"> <li>• The assistant scorer and second referee verify that the correct players return to the court after the timeout.</li> <li>• The assistant scorer verbally informs the second referee whether each team's libero was on or off of the court when the timeout was called. No formal signals are used.</li> </ul>





		<b><u>NFHS</u></b>	<b><u>NCAA</u></b>
92	Points and actions removed due to wrong server or illegal player on the court	<ul style="list-style-type: none"> <li>• If discovered before the opponent serves, points known to have been scored during a term of service in which an illegal substitute or wrong server is discovered are canceled.</li> <li>• After the serve has alternated and the first serve is contacted, there shall be no cancellation of points.</li> </ul>	<ul style="list-style-type: none"> <li>• If discovered before the opponent serves, points known to have been scored during a term of service in which an illegal substitute or wrong server is discovered are canceled.</li> <li>• Timeouts by the team not at fault, as well as substitutions, libero replacements, and team sanctions by either team during that span of points are removed. Timeouts taken by the team at fault and individual sanctions assessed to either team are not removed.</li> <li>• If the opposing team has served before the rotation fault is discovered, there is no cancellation of points for the offending team.</li> </ul>
93	Attacking the serve	Cannot attack the serve from in front of or behind attack line, if the ball is entirely above the top of the net.	Cannot attack the serve if the ball is in the front zone and entirely above the top of the net.
94	Ball near or in the vertical plane of the net	A ball penetrating the vertical plane of the net may be returned to a team's playing area by a player on that team provided the ball has not completely crossed the vertical plane when the contact is made.	A ball penetrating the vertical plane of the net may be returned to a team's playing area by a player on that team provided the ball has not completely crossed the vertical plane when the contact is made.
95	Net contact	Contact with the net, net cables, or net antennas is always a fault, except contact by loose hair or the force of a ball hit by the opponent pushes the net or net cables into player. <b>Contact with hair is not a violation.</b>	Contact with the net or antenna is not a fault unless it is made while playing the ball or it interferes with play. A blocker/attacker has completed their action when they transition to the next action.
96	Contact with net, post or cables outside the net	Contacting the net or net cables is a net fault. Dangerous contact with or gaining an advantage from the standards or referee platform is a net fault.	Players may touch the post, ropes, or any other object outside the antennae, including the net itself, provided that it does not interfere with play or is not used as a means of support while contacting the ball.

		<b><u>NFHS</u></b>	<b><u>NCAA</u></b>
<b>97</b>	Crossing the center line	Player can touch opponent's court with feet or hands, provided some part of the extremity is on or above the center line. Contacting the floor across the center line with any other part of the body is illegal.	Player can touch opponent's court with feet or hands, provided some part of extremity is on or above the center line. Players may also touch the opponent's court with an entire foot or hand or any other body part(s), provided the encroachment does not present a safety hazard, does not interfere with the opponents, and some body part is on/over the center line.
<b>98</b>	Retrieving the ball from the opponent's free zone ("pursuit rule")	Ball is out of play as soon as it completely crosses the center line. A player may cross the center line outside the court and play a ball that has not completely crossed the net or net plane.	The ball is out of play when it completely crosses the centerline.
<b>99</b>	Intermission between sets	An intermission may only be used for promotional or special recognition activities. If using an intermission, it shall occur between sets 2 and 3 and shall be no longer five minutes in duration for the time between sets. If the match consists of 2 of 3 sets, any intermission must occur between sets 1 and 2.	If an intermission is used, it occurs between the second and third sets and is no longer than 10 minutes in duration.
<b>100</b>	Match length	Matches are the best 3 out of 5 sets (best 2 of 3 is allowed by state association; if so, all sets are 25 points).	All matches will be the best 3 out of 5 sets (exception NJCAA does allow for best 2 out of 3 sets).
<b>101</b>	Protest procedure	<ul style="list-style-type: none"> <li>• Coach must request to review a decision by requesting a timeout. The head coach shall confer with the first referee at the first referee's platform.</li> <li>• Request must be made during dead ball immediately following situation in question.</li> <li>• If the referee's decision stands, timeout charged to team. If no timeouts remain, a loss of rally/point shall be awarded to the opponent.</li> </ul>	<ul style="list-style-type: none"> <li>• Protest may be lodged by coach or captain. Coach signs protest documents.</li> <li>• If not the final point of a set, must be lodged prior to next service.</li> <li>• If final If the final point of a set, must be lodged within 60 seconds.</li> <li>• If final point of a match, must be lodged before referees leave playing area.</li> </ul>

		<b><u>NFHS</u></b>	<b><u>NCAA</u></b>
102	Instant replay	Not used.	The challenge review system allows video review to be used to conform, reverse, or replay specific decisions made by the officiating team.
103	Referee signal sequence for net faults	If a net fault is whistled by the second referee, the first referee (if in agreement) indicates which team wins the point, then indicates the number of the player at fault.	If a net fault is whistled by the second referee, the first referee (if in agreement) indicates which team wins the point, then indicates the number of the player at fault.
104	Line Judge duties	<ul style="list-style-type: none"> <li>It is <b>not</b> the line judges' responsibility to signal a fault when a non-server is off of the court when the service is contacted.</li> <li>A line judge may signal foot faults on their side of the net or on their side line for servers on the opposite side of the court.</li> </ul>	<ul style="list-style-type: none"> <li>It is <b>not</b> the line judges' responsibility to signal a fault when a non-server is off of the court when the service is contacted.</li> <li>A line judge may only signal foot faults on their side of the court.</li> </ul>
105	Line Judge flag specifications	Minimum – approximately 30 cm x 30 cm (12" x 12"), maximum – approximately 40.5 cm x 40.5 cm (16" x 16").	Minimum – approximately 30 cm x 30 cm (12" x 12"), maximum – approximately 40.5 cm x 40.5 cm (16" x 16").
106	Illegal attack signal	Place one arm on the offending team's side to the side of the body at head height, elbow bent at a right angle, and then make a forward and downward motion with one arm from the shoulder with the forearm and hand. Two motions are sufficient.	Place the arm on the offending team's side to the side of the body at head height, elbow bent at a right angle, and then make a forward and downward motion with one arm from the shoulder with the forearm and hand. Indicate the player at fault if necessary by pointing with an open hand.
107	Illegal block/screen signal	Raise both hands to the side at head height, elbows bent at right angles, palms facing away from body.	Raise both hands to the side at head height, elbows bent at right angles, palms facing away from body.
108	Ball (other than a serve) crosses under net signal	Point to the center line area with an extended index finger.	Point to the center line area with an extended index finger.
109	Second referee "ready" signal	Indicated by extending one hand/arm toward referee and making eye contact.	Indicated by extending one hand/arm toward first referee and making eye contact.

		<b><u>NFHS</u></b>	<b><u>NCAA</u></b>
<b>110</b>	Signal for 3rd and 4th team contact by same player.	Signal "four hits."	Signal "four hits."
<b>111</b>	Indication of which player(s) contacted the net	<ul style="list-style-type: none"> <li>• Indicate the player at fault by showing the jersey number, using one or both hands.</li> <li>• Player number "0" indicated by using the appropriate hand to form an open "0."</li> </ul>	<ul style="list-style-type: none"> <li>• Indicate the player at fault by showing the jersey number, using one or both hands.</li> <li>• Player number "0" indicated by using the appropriate hand to form an open "0."</li> </ul>
<b>112</b>	Improper request technique	Not applicable.	Without card, hold palm of one hand against the opposite wrist. Second referee communicates to a coach at the end of the rally.
<b>113</b>	Substitutions by both teams on same dead ball.	Second referee whistles to acknowledge first request and may administer both teams' substitutions without repeating the whistle (unless necessary).	Second referee whistles to acknowledge first request and may administer both teams' substitutions without repeating the whistle (unless necessary).
<b>114</b>	Change of court signal	With hands open, move the hands/arms from position A (arms dropped to the side) directly to position B (elbows bent, forearms parallel to body, right arm in front of body and left arm behind body).	Using fists, move the hands/arms from position A (arms dropped to the side) directly to position B (elbows bent, forearms parallel to body, right arm in front of body and left arm behind body). Second referee does not give the court switch signal.
<b>115</b>	Scorer action when incorrect server is imminent	Sound the audio device at contact of serve.	Verbally notify second referee, who will determine when to stop play.
<b>116</b>	Line judge position during timeouts	At intersection of the attack line and the sideline on the first referee's side of the court	At intersection of the attack line and the sideline on the first referee's side of the court.