



INDOOR OFFICIATING 2019 2021 GUIDELINES & SCORING

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USA Volleyball has officially approved the officiating techniques, points of emphasis and procedures in this document in order to promote consistency and continuity among the officiating cadre at all levels across the country.

For the official international rules of the game, which are used worldwide and developed and approved by the FIVB, please visit www.fivb.org or our web site at www.usavolleyball.org.

USA Volleyball embraces this view, joining with all of its global partners to enable pleasurable participation from the broadest base of recreational play, to the highest levels of international competition.

Volleyball can enrich the lives of all who play and watch it. It should be fun.

WE COMMIT THE RULES TO THIS END.

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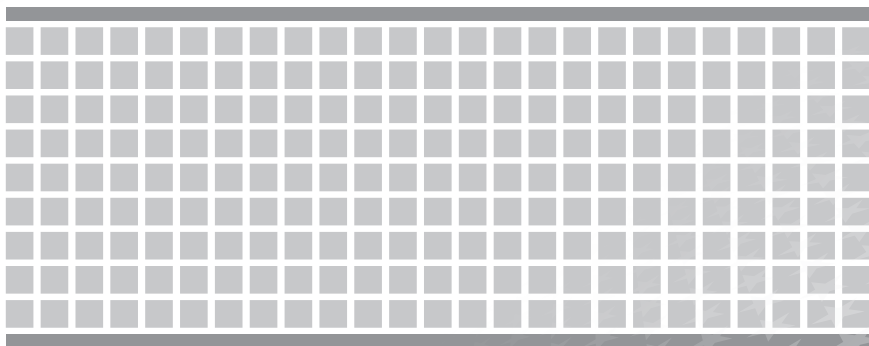
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OFFICIATING TECHNIQUES, POINTS OF EMPHASIS & MATCH PROCEDURES



REFEREE TECHNIQUES

1. **Roster verification:** Rosters, if used, are verified pre-match by the scorer, assisted by the 2nd referee. Both referees visually review uniforms for legality.
2. **Coin toss procedures:** USA Volleyball does not designate “home” or “visitor” teams, so the 1st referee designates a side of the coin for each team during the pre-match and deciding set coin tosses. The coin is tossed and caught, and the result immediately revealed without turning the coin over. If the coin is dropped, it shall be re-tossed. The captain who wins the coin toss has the options of serving or receiving the serve, or the side of the court to occupy. The opposing captain then chooses from the remaining options.

NOTE: We recognize that junior teams often have more than one player serving as team/game captain, and that special team circumstances may result in the coach sending multiple players to the captains’ meeting. It is acceptable for multiple team representatives to attend the captains’ meeting, and the first referee will need to confirm which player will be representing the team for the toss.

3. **Pre-set line-up check:** When checking line-ups at the start of each set, the 2nd referee stands at the sideline of each team’s court with both teams’ line-up sheets in hand to verify player positions. The 2nd referee does not enter the court. The scorer and assistant scorer are recommended to use the score sheet and Libero Control Sheet, respectively, to verify player positions with the 2nd referee to help ensure the correct players are on the court for each team. The game ball remains at the scorer’s table until line-ups have been verified and Libero replacements authorized. Once the line-up sheets have been returned to the scorer, the game ball is tossed or rolled to the first server.
4. **Referee signal sequence:**
 - a. When the fault is whistled by the 1st referee, the 1st referee indicates which team wins the rally by extending the arm in the direction of the team that is to serve next (palm perpendicular to floor), then signals the nature of the fault and the player at fault, if necessary (Rule 22.2.3.1). All signals are repeated by the 2nd referee except the authorization to serve and a served ball that fails to pass to the opponent through the crossing space.
 - b. When the fault is whistled by the 2nd referee, the 2nd referee indicates the nature of the fault and the player at fault, if necessary. The 1st referee then indicates the next team to serve and the 2nd referee repeats that signal. The 1st referee does not signal the fault or player at fault (Rule 22.2.3.2).
5. **2nd referee position at end of rally:**
 - a. When the 2nd referee’s whistle ends a rally, he/she will step to the offending team’s side of the net before signaling the fault.
 - b. When the 1st referee’s whistle ends the rally, the 2nd referee steps to the offending team’s side of the net and repeats the signals of the 1st referee. When facilities do not present enough space for the 2nd referee to easily step to the offending team’s side, the 2nd referee simply steps laterally away from the post and repeats the 1st referee’s signal sequence.

NOTE: When the 2nd referee has relevant playing-ending information

or is offering discreet assistance, he/she must avoid transitioning and signaling simultaneously, which may result in the information or signal being obstructed by the net post or equipment.

6. **Attack Hit Fault signal (Signal 21):** Completely extend the arm straight up, above the shoulder, hand open, and then bending at the elbow, make a downward motion toward the opposing team. The final position of the arm should not obstruct the referee's view.
7. **Blocking fault/screening signal (Signal 12):** Completely extend both arms straight up from the shoulders (elbows are not bent), palms facing away from the body.
8. **Improper request signal & technique:** An improper request is signaled with a "wave off" – a sweeping motion with the arm extended, open hand, palm facing away from the body, on the offending team's side of the court. The 2nd referee communicates this to the coach at the earliest opportunity, without delaying the match. At the end of the rally, the 1st referee signals the improper request by placing the palm over the opposite wrist, on the offending team's side of the court. The improper request is recorded on the score sheet at the end of the rally.
9. **Same player makes third and fourth team hits:** Signal "double contact" (Signal 17).
10. **Indication of which player(s) contacted the net:** Indicate the player at fault by pointing toward the player with an open hand.
11. **Completed attack-hit from an overhand set by a Libero in the front zone:** Signal attack hit fault (Signal 21), and then indicate the Libero by pointing toward the Libero with an open hand.
12. **Identification of game captain:** During pre-match line-up checks, the 2nd referee indicates the game captain to the 1st referee by placing the arm in the chest area, hand open and palm facing the floor, and then pointing, open hand, toward this player. This technique should also be used when the captain is replaced by substitution or the Libero. The captain should acknowledge this designation by raising a hand. It is not necessary for the 2nd referee to repeat this procedure at the start of each set unless the game captain changes or the 1st referee requests the information.
13. **2nd referee "ready" signal:** Indicate by holding both hands in front of the body, just above head height, palms toward 1st referee. Used by a 2nd referee after any regular game interruption or a delay to the resumption of play. Also used by the scorer upon completion of recording a substitution(s), or at the end of a time-out. "Ready" means that the scorer has recorded all necessary information, the 2nd referee is in proper position, all players have taken their positions on the court, and the 2nd referee is ready for play to resume. The 1st referee is still obligated to complete a court scan, check that the server is in possession of the ball, and ensure team readiness before authorizing the next serve.

14. Time-out administration:

- a. The 2nd referee has primary responsibility for whistling to acknowledge a time-out request; however, the 1st referee may assist by whistling if the 2nd referee does not quickly recognize the request. The referee who whistles the time-out will signal (Signal 4) with the vertical hand of the signal on the side of the requesting team and point toward the requesting team's bench with an open hand. Only the referee who whistles to acknowledge the time-out request will show this signal; the other referee does not repeat the time-out signal unless it is necessary for clarification or communication purposes. The 2nd referee will informally display each team's time-out status to 1st referee at the beginning of the time-out.
- b. Players are not required to leave the court and go to the bench area. Coaches and non-playing team members may not enter the court.
- c. The 2nd referee whistles at the end of 30 seconds and ensures both teams re-take the court.
- d. Upon conclusion of each team's second time-out, the 2nd referee notifies the coach (or captain, if necessary) by visually displaying the time-out signal (Signal 4) and then showing two fingers. The 2nd referee then notifies the 1st referee in the same manner, then returns to position for the resumption of play and signals "ready."
- e. It is not necessary to notify teams after their first time-out unless requested to do so by the coach/captain. Similarly, the referees do not visually display each team's time-out status at the end of any time-outs unless necessary for clarification.
- f. Teams may re-take the court prior to expiration of the time-out, unless it is necessary for the court to remain clear.

15. **Substitution procedure:** A request for substitution requires that the incoming substitute has entered the substitution zone before the request is acknowledged (whistled), except for a substitution related to an injury. Verbal or hand-signal requests for substitution by the coach or captain do not constitute a formal request and are not acknowledged (whistled).

NOTE: The 1st referee does not repeat the 2nd referee's signal for substitution unless it is necessary for clarification; however, if the 1st referee whistles to acknowledge a substitution request, he/she will show the substitution signal.

16. **Substitution notification:** With the ninth, 10th, 11th, and 12th team substitutions, the 2nd referee notifies the coach by displaying the substitution signal (Signal 5), followed by the number of team substitution used during the set (10 – clenched right fist, 11 – clenched right fist plus index finger of left hand, 12 – clenched right fist plus index and middle finger of left hand). The 2nd referee notifies the 1st referee of a team's 12th substitution in the same manner, then returns to position for the resumption of play and signals "ready." If requested by the 1st referee, the 2nd referee also informs the 1st referee of the ninth, 10th and 11th substitutions in this manner.
17. **Multiple substitutions by one team:** Only one incoming player may be in the substitution zone at a time awaiting authorization to enter. Subsequent substitutes must wait outside the substitution zone until the first pair of players has been authorized to enter by the 2nd referee. For multiple substitutions by

a team during the same dead ball, there can be no significant delay between substitutions.

18. Requests for game interruption by opponents during same dead ball:

When opponents request a time-out or substitution during the same dead-ball period, each team's request is acknowledged with a separate whistle. Multiple substitutions by the same team require only one whistle.

19. 1st/2nd referee duties:

- a. The 1st referee controls the pre-match warm-ups with assistance from the 2nd referee who times the warm-up segments while the 1st referee tends to other pre-match duties.
- b. Either referee may whistle net faults, and attack-hit or blocking faults.
- c. The 2nd referee whistles antenna faults on his/her side of the court, including a served ball that has not been whistled by the 1st referee.
- d. At the end of the match, the 1st referee checks the score sheet for accuracy, and then signs it.

20. 2nd referee discreet assistance techniques: Discreet assistance from the 2nd referee should only be offered when, in the 2nd referee's opinion, a fault has occurred. Expectations regarding these techniques should be the subject of the referees' pre-match briefings. NOTE: Discreet signals, which are indicated using only one hand (ex: 2 hits, 4 hits, attack-hit fault, etc.) should be signaled with the hand corresponding to the team at fault. If the view of the 2nd referee is obstructed, the discreet signal may be made with the more visible hand.

- a. 2 hits vs. 4 hits: The 2nd referee should use the appropriate discreet assistance only after the same player has hit the ball twice in succession ("2 hits") or after a team has touched the ball four times and the third and fourth hits were not by the same player ("4 hits"). NOTE: "4 hits" should not be used to indicate "no touch" by the blocking team.
- b. Attack-hit fault: The attack fault signal (Signal 21) should be shown in the chest area. Before whistling this fault, the 2nd referee should allow the 1st referee the opportunity to whistle the fault or to communicate that the play was legal (USAV 24.3.2.4).
- c. Blocking fault: The 2nd referee may whistle this fault immediately, or a discreet blocking fault signal (Signal 12) may be shown in the chest area with hands only, shoulder-height.
- d. Requesting an individual sanction: The 2nd referee should whistle, step to the offending team's side of the court, and verbalize the sanction and offending team member. Other hand signals are not necessary to request an individual sanction.
- e. Requesting a delay sanction: Display the delay sanction signal, without a card in chest area.
- f. Ball in/pancake play: Step to the side of the court where the ball hit the floor, maintain a position visible to the 1st referee, and give the "ball in" signal. If the 1st referee does not see this assistance, the signal should be made more visible. If the 1st referee does not quickly recognize the assistance, the 2nd referee should whistle this fault.

- g. **Ball handling opinions:** The 2nd referee should not offer ball handling opinions during a match. Only if the 1st referee has requested such assistance during unusual plays (i.e., the 1st referee is screened from viewing the play) should the 2nd referee offer an opinion.
 - h. **Touch information:** At the end of a rally in which the 2nd referee has observed a player touching the ball before it lands out of bounds, the 2nd referee should offer a visible “touch” signal (Signal 24). If the 1st referee does not notice this assistance, the signal should quickly be made more visible and the 2nd referee should step laterally, away from the post.
21. **Deciding set coin toss:** For the deciding set coin toss, the 2nd referee conducts the coin toss near the scorer’s table. During this time, teams are released to their benches while each team’s game captain attends the toss. The coin toss takes place during the three-minute interval between sets. The referee holds the coin above the head and whistles to call the captains to the toss. After the coin toss, the 2nd referee notifies the 1st referee of the result and directs the teams, without whistling, to change courts or to remain at their current benches for the start of the deciding set. The scorer is immediately notified of the result in order to prepare the deciding set score sheet; and, if the 1st referee conducted the toss, he/she immediately returns to the stand.
22. **Change of courts during deciding set:** The 1st referee signals for teams to change courts immediately after the eighth point has been scored by a team. Teams are not directed to the end lines during this court change, but they should change sides by going counterclockwise around the post to their respective right side (or under the net near the sideline if space does not permit the players to pass outside the posts). To prevent teams from crossing under the net in the middle of the court, the 2nd referee enters the court to his/her right and directs the team on the right to change sides as described above. The 2nd referee also ensures the team on the left changes sides accordingly. The 2nd referee returns to the scorer’s table after the court change to ensure the scorer is ready to resume. The 2nd referee and scorer should confirm each team’s court positions before continuing.
23. **Set/Match point:** The 2nd referee verbally/visually confirms set or match point with the scorer and then places an index finger against the shoulder corresponding to that team. For example, if the team to the 2nd referee’s left has earned set/match point, the index finger of the right hand is placed against the left shoulder (or vice versa for the team on the right).
24. **Ball hitting an antenna:** When the ball is hit into an antenna, the referee whistles and signals “out,” and if necessary, indicates with an open hand the player who hit the ball into the antenna. The referee does not point toward the antenna before or after signaling “out” for the antenna fault. If the 1st referee whistles the antenna fault, he/she first shows the team to serve next before signaling the antenna fault.
25. **First referee whistling positional faults on receiving team:** The 1st referee normally checks position faults for the serving team only; the 2nd referee is authorized to check position faults for receiving team only. If the 2nd referee does not call a blatant positional fault after ample communication/notification by the 1st referee, the 1st referee may whistle this fault. This occurs only on very rare occasions.

26. **Sanction procedures:** Referees must recognize the difference between emotions or reactions during competition and conscious decisions or actions that result in unsporting conduct.
- a. For a player on court: The 1st referee directs the player being sanctioned to approach the 1st referee's stand to acknowledge the sanction. The 1st referee displays the appropriate card(s) to the sanctioned player and verbalizes, "This [warning (yellow card), penalty, expulsion or disqualification] is for your unsporting conduct." If the sanction is a penalty (red card), the 1st referee then signals to award a point to the opponent and ensures the 2nd referee and scorer are aware of the penalty point.
 - b. For a team member on the bench: The 1st referee whistles to call the game captain to the stand and then displays the appropriate card(s) and verbalizes, "This [warning (yellow card), penalty, expulsion or disqualification] is for player (or coach) 'X'. Please inform him/her of the [sanction]." The captain must go immediately to the bench to inform the team member, who acknowledges the [sanction] while the 1st referee displays the appropriate card(s). If the sanction is a penalty (red card), the 1st referee then signals to award a point to the opponent and ensures the 2nd referee and scorer are aware of the penalty point.
 - c. For delay sanctions: The 1st referee calls the game captain to the stand and verbalizes, "This delay sanction is for [delay action]," while displaying the appropriate signal. The captain may inform the coach of the sanction for clarification purposes. If the sanction is a delay penalty, the 1st referee then signals to award a point to the opponent and ensures the 2nd referee and scorer are aware of the penalty point.
 - d. For verbal warnings: Verbal warnings must be accompanied by a whistle and are issued through the game captain. Multiple warnings to the same team member during the same set/match are permitted for minor unsporting conduct.
 - e. For simultaneous sanctions to opponents: When individual sanctions are assessed to opponents for simultaneous unsporting acts, the team member from the serving team is sanctioned first, followed by the team member from the receiving team.
27. **Notification of illegal Libero replacement:** The assistant scorer notifies the 2nd referee of an illegal Libero replacement before the contact of the serve. The replacement is corrected and a delay warning (or penalty) sanction is the resulting sanction.
28. **Line judge position during time-outs:** At midpoint of respective end line.
29. **Line judge position when server is within 1-2 meters of the line judge:** When a server takes a position within 1-2 meters of the line judge, the line judge must step away from the server along the imaginary extension of the end line. After the service contact, the line judge should quickly return to the position at the intersection of the end line and sideline.

REFEREE POINTS OF EMPHASIS

1. Warm-ups:

- a. For adult competition: When one team has exclusive use of the court, the opposing team may warm up with practice balls in the free zone surrounding the court but may not interfere with the warm-up of the opponent on the court, including serving practice.
- b. For junior competition: When one team has exclusive use of the court, the other team must either be at its team bench or out of the playing area. The team may also retrieve balls for the opposing team. Warming up with balls at the team bench or in the spectator walkways is not permitted.

2. The Serve:

Both of the server's feet must be in contact with the playing surface before the serve is authorized. If this is not the case, the 1st referee will direct the player onto the playing surface before authorizing the serve. Part of the server's foot/feet may be in contact with the secondary surface/non-playing area. It is a fault when a server steps completely off the playing surface after the authorization to serve.

3. Coaches' Location:

- a. All coaches must remain 1.75 meters (5'10") from the court while the ball is in play. During dead-ball periods, coaches may briefly approach the court to give instructions to players on the court but must step away from the court when the 1st referee prepares to authorize the service. If a coach fails to adhere to this rule after being reminded to do so, a delay sanction may be assessed.

NOTE: When the distance between the sideline and the team bench/bench area is less than 2 meters, the coach must remain in the free zone nearer to the team bench/bench area while the ball is in play. Coaches may not enter the substitution zone.

- b. The coach and/or one assistant coach may give instructions to a player in the warm-up area.
- ### 4. Assistant Coaches:
- One assistant coach at a time may leave the bench to give instructions to the players on the court. During play, this assistant coach may give these instructions while standing or walking within the free zone in front of his/her team's bench from the extension of the attack line up to and including the warm-up area, no closer to the court than 1.75 meters (5'10") from the sideline and its extension, without disturbing or delaying the match. Assistant coaches may not address the referees.
- ### 5. Disruptive Coaching:
- Includes loud or abusive language; comments to officials or to opposing teams; throwing of objects; attempting to influence an official's decisions (Rule 20.1.3); and, displaying disgust in an overt manner.
- ### 6. The Libero:
- a. Up to two Liberos may be designated on the line-up sheet at the start of the match. If zero or one Libero is designated on the line-up sheet, the coach may select a different Libero for subsequent sets but may not have two Liberos. If two Liberos are designated on the line-up sheet for Set 1, those

are the only two Liberos who may play for that team for the match.

- b. The Libero's jersey or jacket must clearly contrast in color to the color of the jersey worn by other members of the team. (Please note USAV 19.2a.) The Libero jerseys do not have to match, but they must both be contrasting from the other members of the team. "Contrast" means "strikingly different." As such, two dark colors (or two light colors) often do not provide sufficient contrast from one another.
- c. If a Libero wears an exposed undergarment as noted in USAV 4.3, that undergarment may differ from exposed undergarments worn by teammates.
- d. A Libero may replace an injured player in the back row if no Libero was on the court at the time of the injury.
- e. Only one Libero per team may be on the court in replacement of a teammate at any given time.

7. Player Equipment:

- a. If a player's towel or other equipment falls to the floor during a rally, which consequently requires a stoppage of play, a delay sanction must be issued. The rally should not be stopped unless a referee judges that a safety hazard exists. A delay sanction can be avoided if the team takes steps to mitigate the risk hazard in this situation.
- b. Player equipment (eyeglasses, contact lenses, etc.) is worn at the player's own risk (Rule 4.5.2). If a stoppage of play results due to a concern for safety, a delay sanction is assessed, and a replay will be granted. A similar rationale, as noted above in 7a, should be used to determine if a safety hazard exists. If a player is injured as his/her lenses fall to the floor, the injury takes precedence and the provisions of Rule 17.1 should be applied.
- c. Casts are not permitted, regardless of covering or padding.
- d. Bobby pins, barrettes and hard plastic headbands may be used to control the hair. Such items do not need to be covered or padded.
- e. Jewelry may be worn provided its nature does not present a concern for safety, such as extremely long necklaces and/or necklaces with large medallions, or large hoop earrings.

8. Interference with Play:

- a. A player who places a hand/hands near the net in the path of a ball to deflect the natural rebound of a ball that has been passed into the net by the opponent has committed a net fault according to the FIVB/USAV interpretation of "interferes with play." (Rule 11.4.4)
- b. If a player contacts an official (2nd referee or line judge) during an attempt to play the ball legally, the 1st referee may award a replay if the physical interference impeded that player's attempt.
- c. A ball that contacts an official (referee or line judge) is ruled "out" per Rule 8.4.2.
- d. A player may not interfere with an opponent who is making an attempt to legally play the ball, including in the free zone. Contact, the anticipation of contact, or physical or verbal distractions by the opponent may constitute interference.

9. **Improper Requests (See also Referee Techniques #8):**
- A request for an illegal substitution shall result in an improper request. However, if such a request is acknowledged (i.e., whistled), a delay sanction shall result.
 - Despite any previous delay sanction, a team's first improper request of the match is rejected, and the improper request is assessed without further sanction.
10. **Line-up Checks:** A line-up check is not considered a regular game interruption and is permitted prior to re-authorizing the serve for a rally that was not completed. A line-up check may not be requested after the service authorization, and before the service contact, even if the 1st referee must authorize the serve a second time due to external interference (e.g., a ball on the court). Coaches or captains may request a line-up check.
11. **Line Judge Duties:** Per Rule 27.2.1.6, a line judge may signal when a player touches the top 80cm (32") of an antenna during the action of playing the ball (Line Judge Signal 5).

BASIC MATCH PROCEDURES FOR REFEREES

The following are basic officiating procedures for conducting USA Volleyball matches.

1. OFFICIALS

- The officials should be certified USA Volleyball referees and qualified or certified USA Volleyball scorers.
- The prescribed USA Volleyball uniform and certification patch should be worn by all referees.
- At a minimum, referee equipment includes a whistle with lanyard, a set of yellow/red cards, a flipping coin and a watch or timing device.

2. ARRIVAL

- Referees should arrive at the playing venue no less than 30 minutes prior to the start of the competition.
- The tournament director or event manager should be located at that time, and playing formats, ground rules, warm-up procedures and other protocols should be determined.

3. MATCH PREPARATION

- Referees or scorers should examine the court and playing equipment prior to the first match: identify court lines, playing area, and any floor obstructions; determine rulings for overhead obstructions; examine the playing equipment (including net, antennae, posts, referee stand and game balls); and verify the net height and ball pressure.
- Referees or scorers should ensure pens, pencils, score sheets and Libero Control Sheets are available at the score table. Line-up sheets and rosters may also be required.

4. REFEREES' PRE-MATCH DUTIES

- a. Prior to the coin toss, the 1st and 2nd referees must discuss their match responsibilities, as well as communication techniques that will be used between them during the match. This should include, among other things: discreet signals from the 2nd referee; addressing conduct issues; and ensuring consistent application of ground rules.
- b. Preferably prior to the coin toss, or immediately thereafter, the referees will meet with the officiating crew to give instructions to the line judges (1st referee) and scoring crew (1st or 2nd referee).
- c. Conduct a coin toss between the team captains prior to the start of the timed warm-up period. Once tossed, the coin is caught, and the result immediately revealed.
- d. After the coin toss, the 1st referee will supervise warm-up periods and may request the 2nd referee to time their duration. Note: In the event team does not choose to use its time on the court, the court shall remain unoccupied.
- e. During the warm-up period, the 1st referee must verify the legality of each team's player and Libero uniforms. All players must wear uniforms as prescribed in Rule 4.3 and/or Rule 19.2 and USAV Rule 19.2.
- f. The 1st or 2nd referee will blow a whistle to indicate the end of the warm-up period and that players are to clear the court.
- g. Referees and other officials take their assigned places.

5. START OF THE FIRST SET OF THE MATCH

- a. Teams line up on the end line of their respective team courts. When both teams are ready, the 1st referee will blow a whistle and motion for players to take their positions on their court. Teams often greet each other at the net prior to taking their court positions.
- b. The 2nd referee, using each team's submitted line-up sheet, the scorer using the score sheet, and the assistant scorer using the Libero Control Sheet, will verify that players are in the correct positions on the court. Prior to the start of play, changes and/or substitutions can be made under the provisions of Rules 4.1.3, 7.3.2, 7.3.4 and USAV 7.3.4. NOTE: A substitution prior to the start of any set is permitted.
- c. Upon completing the line-up check, the 2nd referee will permit Libero replacements to occur and confirm that the assistant scorer has recorded them.
- d. The 2nd referee then retrieves the game ball from the score table and delivers it to the first server of the match. The 2nd referee will then take a position on the receiving team's side of the net and indicate "ready" to the 1st referee. The 1st referee whistles and beckons for the first service of the set. This marks the time the set officially begins.
- e. Prior to the contact of the serve, serving team players should be in their correct positions on the court, with no distracting movements. Continual or distracting movement may be construed as screening. The 1st referee must be aware of screening during all service actions.

6. DURING THE MATCH

- a. Each referee has specific duties and responsibilities during the match as outlined in Rules 23 and 24.
- b. Judgment and ball handling decisions, as well as match control, flow and tempo, are very important for any 1st referee.
- c. Match administration (substitutions, time-outs, etc.), communication with the team benches and score table, and positioning/focus during net play are important aspects of working as a 2nd referee.
- d. Scorer, assistant scorer and line judge duties are clarified in Rules 25, 26 and 27.

7. PROCEDURES FOR REGULAR GAME INTERRUPTIONS

- a. Substitutes enter the substitution zone and wait for the 2nd referee to acknowledge the request and authorize the substitute to enter the court. Only the referee who whistles the substitution request will show the substitution signal, unless repeating the signal is necessary for clarification. Entry into the substitution zone is the only legal request for a substitution, except for injury situations or substitutions prior to the start of a set. For multiple substitutions by the same team during one dead ball period, each substitute must enter the substitution zone in succession, one pair at a time, and must wait until entry is authorized by the 2nd referee. There can be no delay between incoming substitutes. When opponents request substitutions simultaneously, the 2nd referee asks one team wait while the other team's substitution is administered and recorded. After this substitution has been recorded, the 2nd referee will whistle to recognize the substitution for the other team and then authorize the substitute to enter the game.
- b. When the coach or game captain requests a time-out, the 2nd (or 1st) referee should immediately whistle, show Signal 4, Time-out, and then indicate the team by pointing, open-handed, toward that team's bench. Only the referee who whistles the time-out request will show the time-out signal. The 2nd referee will then visually inform the 1st referee of the number of time-outs each team has taken. After 30 seconds have elapsed, the 2nd (or 1st) referee must whistle to end the time-out. Teams should immediately retake the court. The 2nd referee verbally and visually notifies each team's coach, and visually notifies the 1st referee, only when that team's second time-out has been taken. The 1st referee prepares for the next rally.

8. END OF THE SET AND START OF THE NEXT SET

- a. A set officially ends when the whistle is blown for the fault resulting in the winning point. The set interval begins when the 1st referee executes Signal 9, End of Set. Following the whistle indicating the end of a set, the 1st referee will direct the teams to change playing areas and benches immediately, with the exception of the interval before the deciding set. In all but the deciding set, the players proceed to their right until they reach their new bench area with the team on the left passing behind, or if court space is limited, directly in front of, the 1st referee and proceeding to the bench. Team personnel and substitutes change playing areas in front of the score table.
- b. The 2nd referee will collect the line-ups from both teams as quickly as possible during the set interval; however, line-ups must be submitted no later

than 2:30 during the set interval. With 30 seconds remaining in the interval, the 2nd referee will blow a whistle and teams shall immediately report to the court and line up in their proper positions to start the set.

- c. When a deciding set will be necessary, the teams follow a different procedure at the end of the set prior to the deciding set. Following the whistle indicating the end of the set, the 1st referee will release the teams to their respective benches. Each team's captain immediately meets at the score table where the 2nd (or 1st) referee will conduct the coin toss for the deciding set. The coin toss takes place during the three-minute interval. Once the choice of sides has been determined, the referees, without whistling, direct the teams to their appropriate team areas. The procedure for the start of the deciding set is the same as stated in 8b.

9. CHANGE OF TEAM AREAS DURING A DECIDING SET

- a. When teams change team areas during a deciding set of a match (Rule 18.2 & USAV 6.3b), the 1st referee will blow a whistle and show Signal 3, Change of Courts. Teams will change playing areas as noted in 8a above, without delay and with player positions remaining the same.
- b. Substitutes and other team personnel will change team areas in front of the score table.
- c. The 2nd referee and scorer will quickly verify that players are in their correct positions on the court.

10. AT THE END OF THE MATCH

- a. Following the whistle indicating the last rally of a match, the 1st referee will whistle again and display Signal 9, End of Match.
- b. At nationally sanctioned competitions after displaying the end of match signal, the 1st referee steps down and stands to the right (Team A side) of the stand. The second referee crosses the court and stands to the left of the stand (Team B side). The first referee will then whistle and direct teams to shake hands at the net. The teams may shake the referees' hands as well.

NOTE: Alternatively, for non-national competitions, after the 1st referee has whistled and signaled the end of the match (10a above), the 1st referee will blow a final whistle and motion for the teams to proceed to the center of the court to shake hands with the opponents.

- c. The 2nd referee will ensure that the game ball is returned to the score table.
- d. Both team captains shall thank the referees.
- e. The 1st referee will then review the score sheet to verify the final results and ensure the scorer has signed the sheet. The 1st referee will then sign the score sheet(s).
- f. Referees will then immediately depart the playing area.

11. PROTEST PROCEDURES (USAV 5.1.2.1)

- a. Protestable situations now include a scoring discrepancy.
- b. The coach may handle the protest procedure for any age level; the team or game captain is encouraged to participate for educational purposes

- c. A protest must be lodged immediately at the end of the rally in which the protested situation occurred; a serve negates a protest of any previous rally.
- d. The last rally of a set/match must be protested within 60 seconds of the end of that set/match.
- e. The coach may not cross the court to speak with the 1st referee; the 1st referee may leave the stand, if necessary, to confer near the team bench.
- f. Judgment decisions are not protestable.
- g. For tournaments with a Protest Committee:
 - Referee(s) stay at the court; send responsible work team member to tournament staff.
 - Referees wait on their respective side of the court; no discussion among referees or with any coach, team member, work team crew, or spectator.
 - Coach and player behavior are still subject to sanction.
 - 1st referee informs Protest Committee which team lodged the protest and then speaks with that coach and/or captain.
 - Protest Committee may request a conduct sanction during this time if behavior is unsporting; the sanction is assessed prior to the next serve at the conclusion of protest proceedings.
 - Protest Committee may approach any member of the officiating team to collect facts to make a ruling.
 - Protest Committee informs both teams of the decision and may assist with preparing the teams and court to resume play.
 - The coach may discuss the decision or ruling with the Protest Committee after the match.

[illegible]

DIAGRAM 1B: THE PLAYING AREA

Relevant Rules: 1, 1.4, 1.4.2, 1.4.3, 1.4.4, 1.4.5, 1.4.6, 4.2.1, 4.2.3.1, 15.10.1, 19.3.1.4, 19.3.2.7

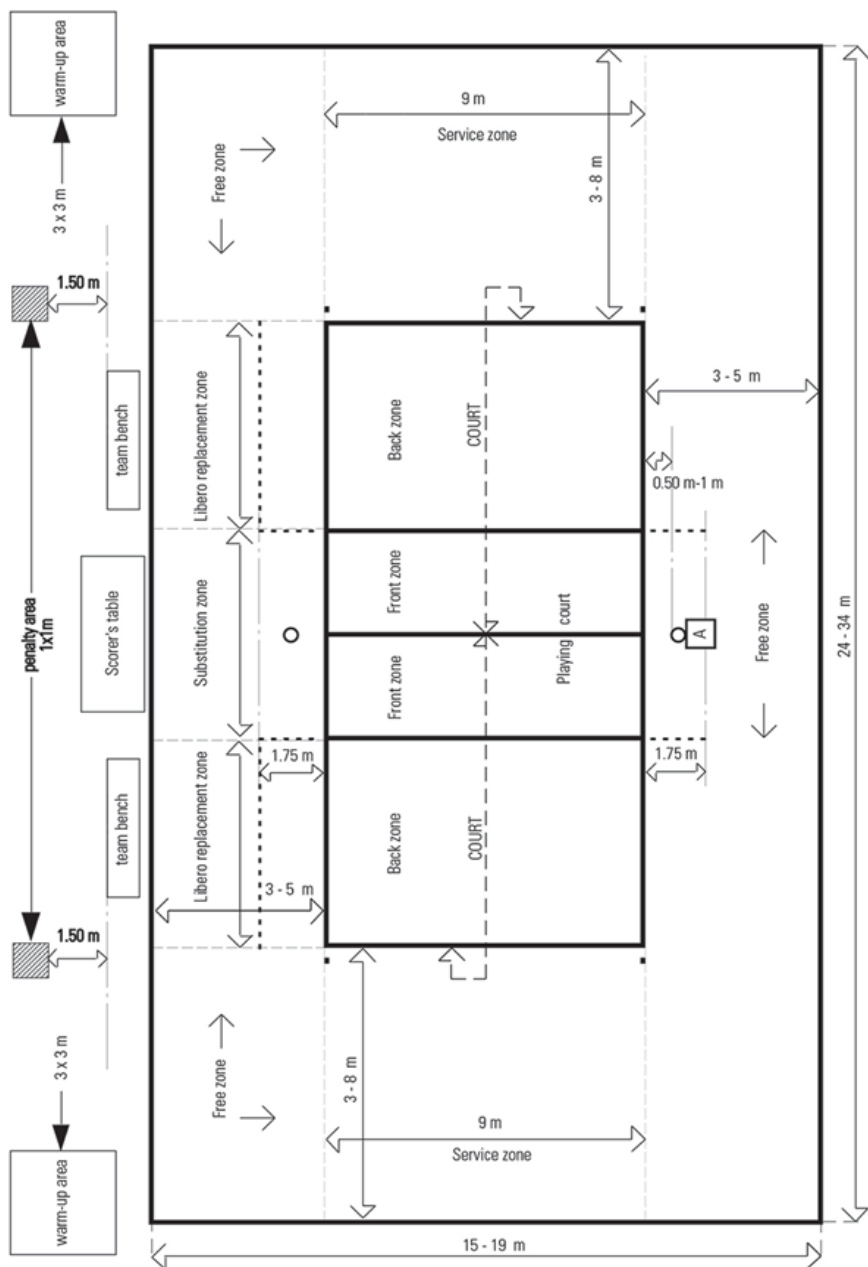


DIAGRAM 2: THE PLAYING COURT
 Relevant Rules: 1.1, 1.3, 1.3.3, 1.3.4, 1.4.1, 5.2.3.4

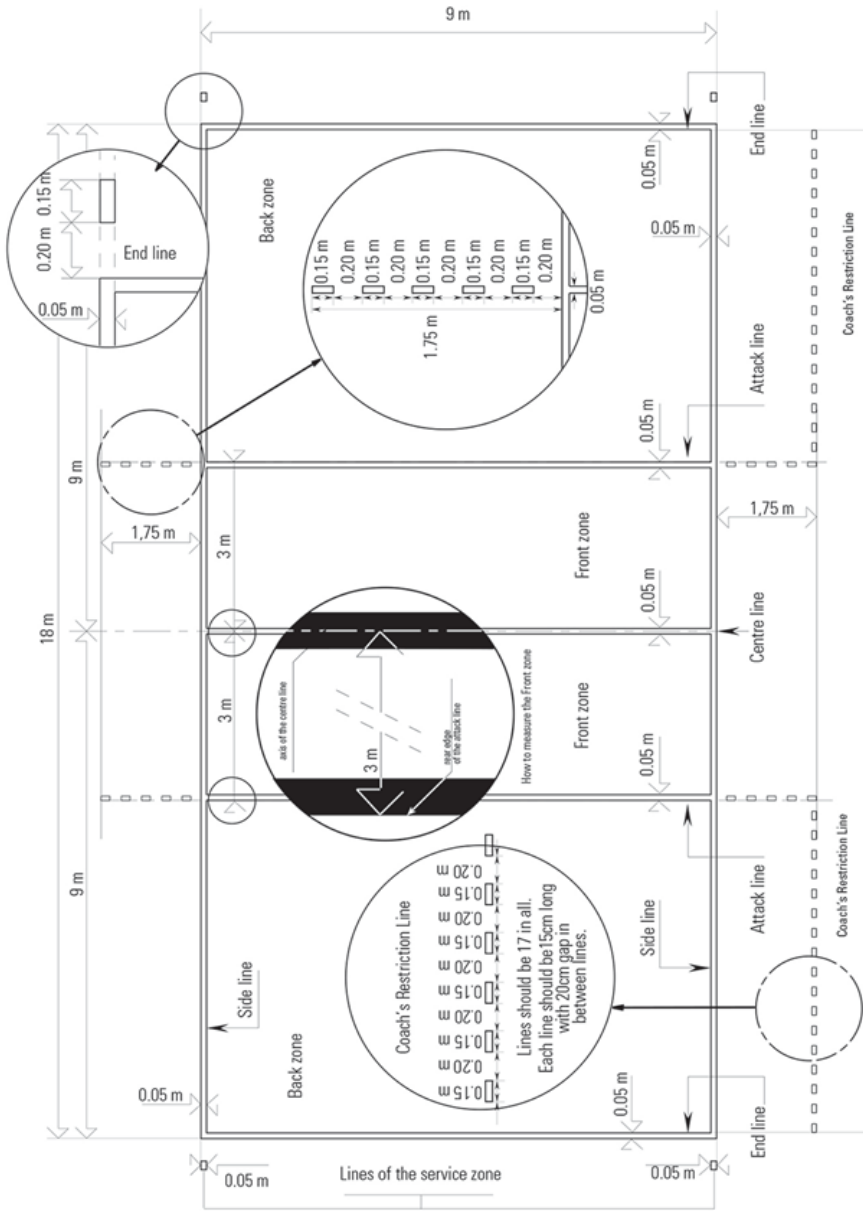


DIAGRAM 3: DESIGN OF THE NET

Relevant Rules: 2, 2.1.6, 2.2, 2.3, 2.4, 2.5.1, 11.3.1, 11.3.2, 27.2.1.6

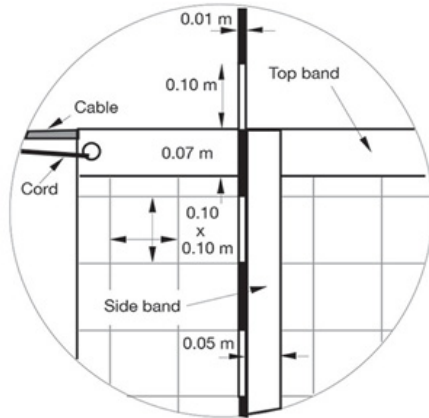
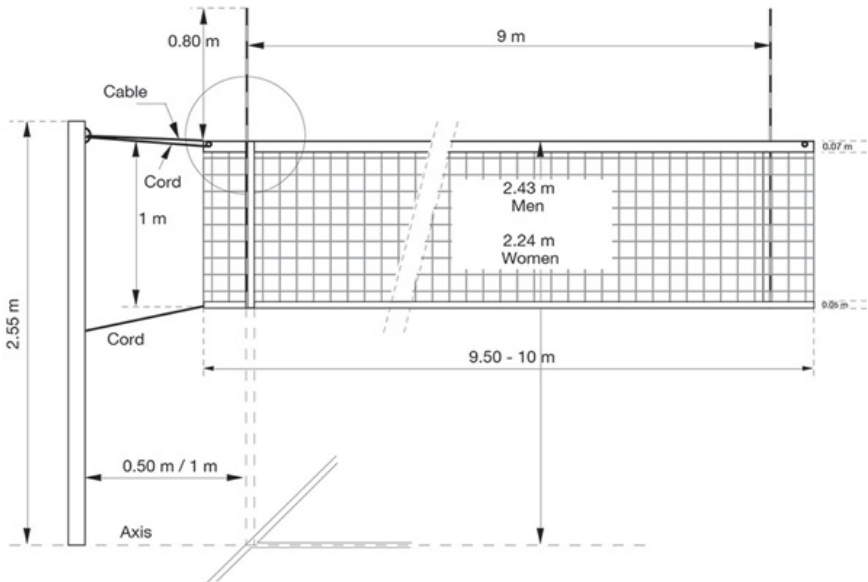
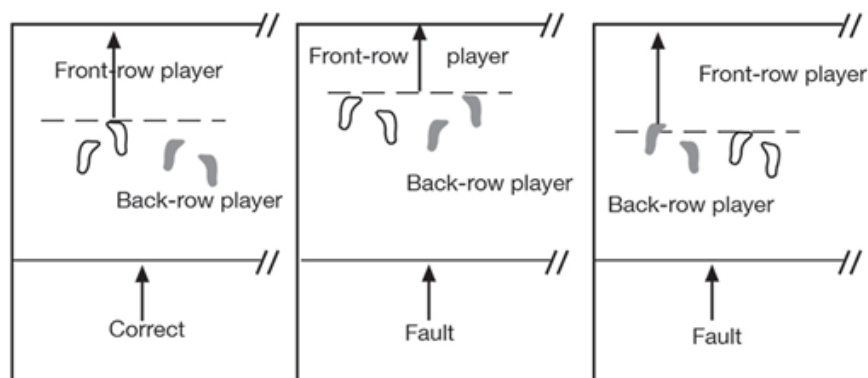


DIAGRAM 4: POSITION OF PLAYERS

Relevant Rules: 7.4, 7.4.3, 7.5, 23.3.2.3A, 24.3.2.2

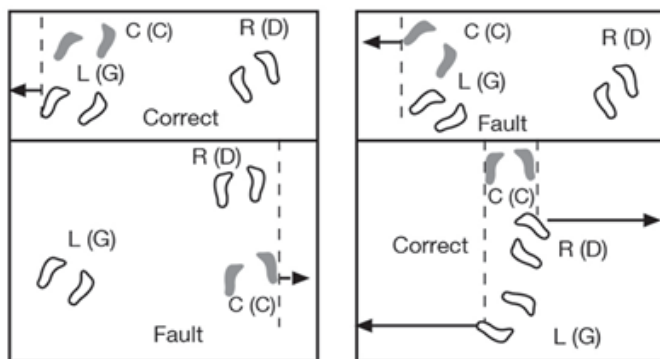
Example A:

Determination of the positions between a front-row player and the corresponding back-row player



Example B:

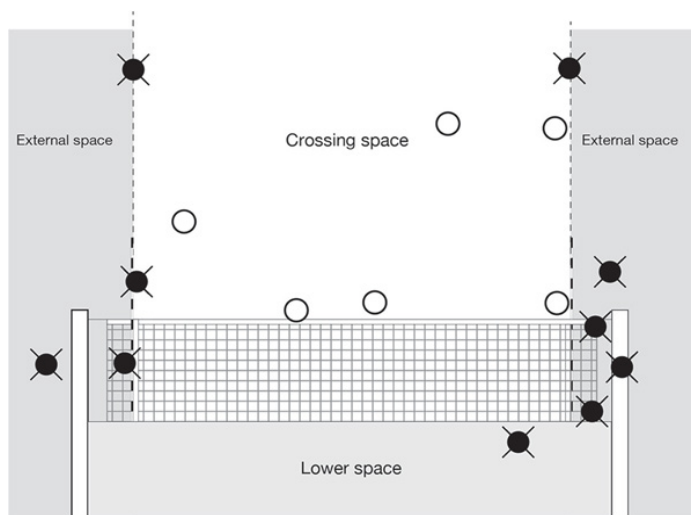
Determination of the positions between players of the same row



C (C) = Centre player
R (D) = Right player
L (G) = Left player

DIAGRAM 5A: BALL CROSSING THE VERTICAL PLANE OF THE NET TO THE OPPONENT COURT

Relevant Rules: 2.4, 8.4.3, 8.4.4, 8.4.5, 10.1.1, 10.1.3, 24.3.2.7, 27.2.1.3, 27.2.1.7



- ⊗ = Fault
- = Correct crossing

DIAGRAM 5B: BALL CROSSING THE VERTICAL PLANE OF THE NET TO THE OPPONENT FREE ONE

Relevant Rules: 10.1.2, 10.1.2.2, 24.3.2.7

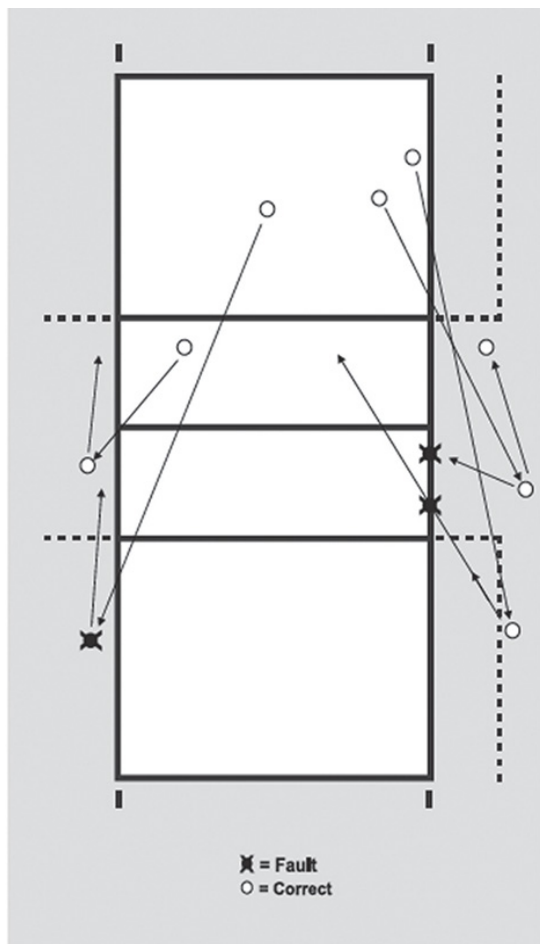


DIAGRAM 6: COLLECTIVE SCREEN

Relevant Rules: 12.5, 12.5.2, 23.3.2.3a

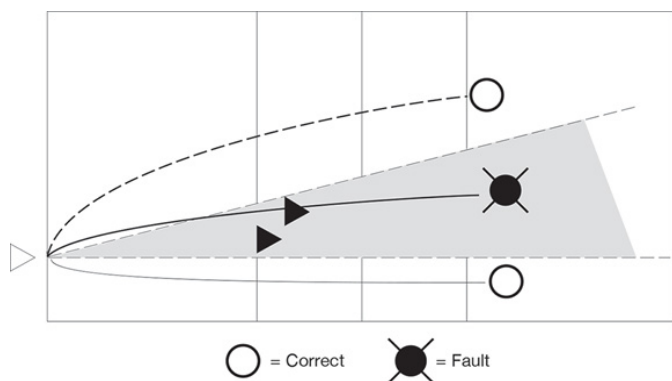


DIAGRAM 7: COMPLETED BLOCK

Relevant Rules: 14.1.3

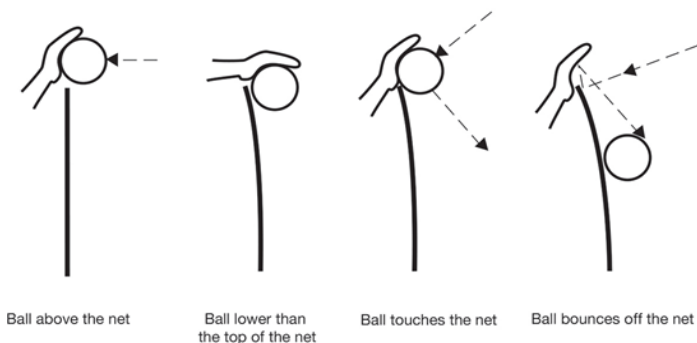


DIAGRAM 8: BACK-ROW PLAYER'S ATTACK

Relevant Rules: 13.2.2, 13.2.3, 23.3.2.3d, 24.3.2.4

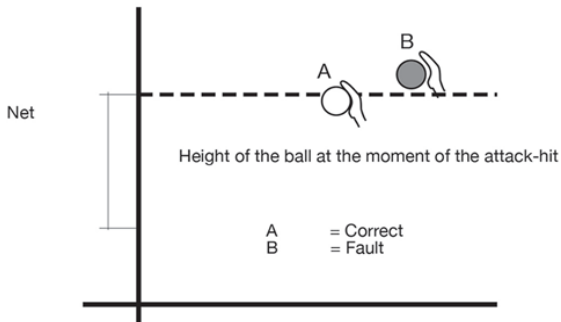
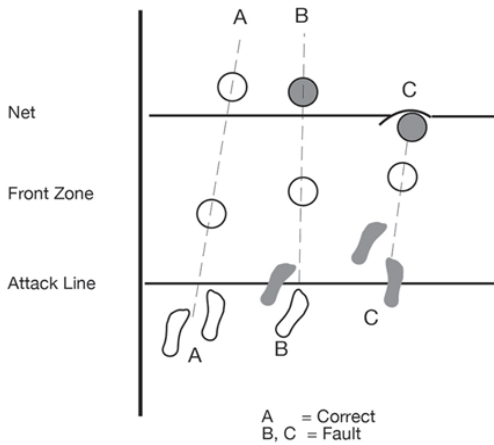


DIAGRAM 9: WARNINGS AND SANCTIONS SCALES AND THEIR CONSEQUENCES

Relevant Rules: 16.2, 21.3, 21.4.2

Note: The application of the yellow card is not a sanction. Sanctions are shown in the table below.

DIAGRAM 9: WARNINGS AND SANCTIONS SCALES AND THEIR CONSEQUENCES

Relevant Rules: 16.2, 21.3, 21.4.2

9a: MISCONDUCT WARNINGS AND SANCTIONS

CATEGORIES	OCCURRENCE	OFFENDER	SANCTION	CARDS	CONSEQUENCE
MINOR MISCONDUCT	Stage 1	Any member	Not considered as sanction	None	Prevention only
	Stage 2 repetition any time		Penalty	Yellow as below	as below
RUDE CONDUCT	First	Any member	Penalty	Red	A point and service to the opponent
	Second	Same member	Expulsion	Red + Yellow jointly	Player leaves playing area and stays in the penalty area for the remainder of the set
	Third	Same member	Disqualification	Red + Yellow separately	Player leaves the Competition-Control Area for the remainder of the match
OFFENSIVE CONDUCT	First	Any member	Expulsion	Red + Yellow jointly	Player leaves the playing area and stays in the penalty area for the remainder of the set
	Second	Same member	Disqualification	Red + Yellow separately	Player leaves the Competition-Control Area for the remainder of the match
AGGRESSION	First	Any member	Disqualification	Red + Yellow separately	Player leaves the Competition-Control Area for the remainder of the match

9b: DELAY WARNING SYMBOLS AND SANCTIONS

CATEGORIES	OCCURRENCE	OFFENDER	DETERRENT or SANCTION	CARDS	CONSEQUENCE
DELAY	First	Any member of the team	Delay Warning	Hand signal No. 25 with Yellow card	Prevention – no penalty
	Second and subsequent	Any member of the team	Delay Penalty	Hand signal No. 25 with Red card	A point and service to the opponent

DIAGRAM 10: LOCATION OF REFEREEING CORPS AND THEIR ASSISTANTS

Relevant Rules: 3.3, 23.1, 24.1, 25.1, 26.1, 27.1

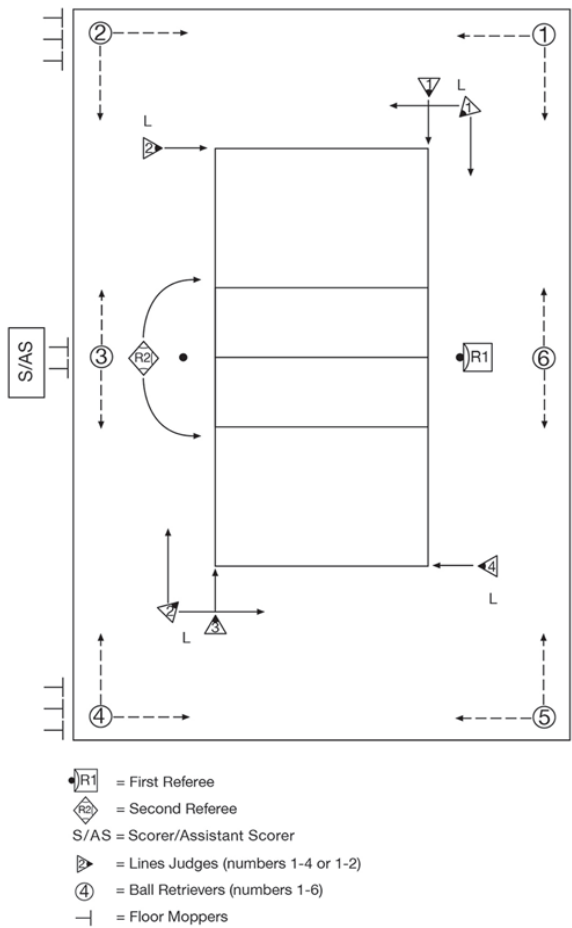


DIAGRAM 11: REFEREEES' OFFICIAL HAND SIGNALS

1. All signals which are made with one hand shall be made with the hand on the side of the team that commits the fault or makes the request.
2. After the signal is made, the referee gestures to the player who has committed the fault or the team that has made the request.

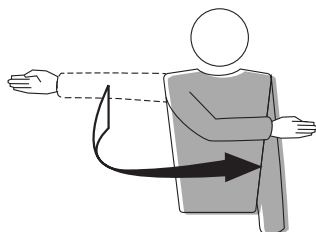
(F) (S) First or Second referee(s) who must show the signal according to their regular responsibilities

(F) (S) First or Second referee(s) who must show the signal in special situations

1. Authorization to Serve

Relevant Rules: 3.3, 23.1, 24.1, 25.1, 26.1, 27.1

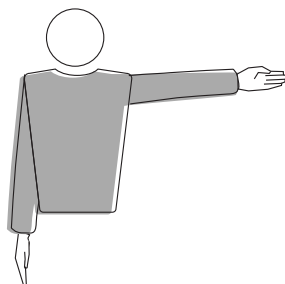
Move the hand to indicate the direction of service.



2. Team to Serve

Relevant Rules: 22.2.3.1, 22.2.3.2, 22.2.3.4

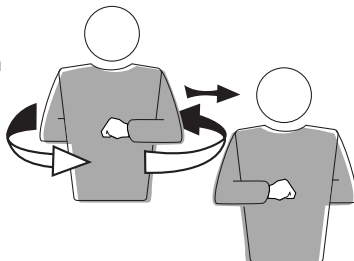
Extend the arm to the side of the team that will serve.



3. Change of Courts

Relevant Rules: 18.2

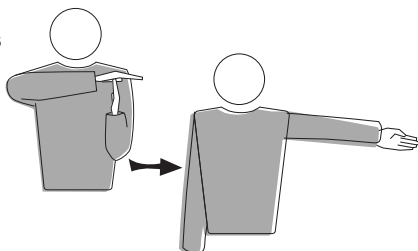
Raise the forearms front and back and twist them around the body.



4. Time-Out

Relevant Rules: 15.4.1

Place the palm of one hand over the fingers of the other, held vertically (forming a “T”) and then indicate the requesting team. Note: 1st referee uses when he/she whistles the time-out.

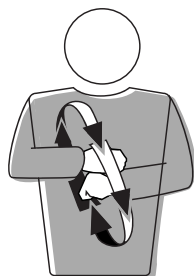


5. Substitution

Relevant Rules: 15.5.1, 15.5.2, 15.8

Circular motion of the forearms around each other.

Note: 1st referee uses when he/she whistles the substitution.

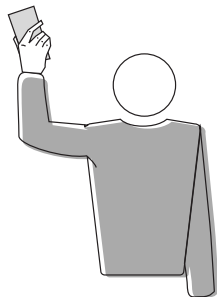


6. Misconduct Warning and Misconduct Penalty

Relevant Rules: 21.1, 21.6, 21.3.1, 23.3.2.2

6a. Show a yellow card for warning.

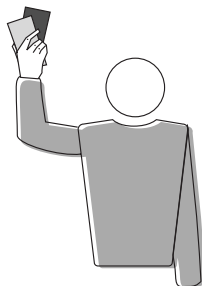
6b. Show a red card for penalty.



7. Expulsion

Relevant Rules: 21.3.2, 21.6, 23.3.2.2

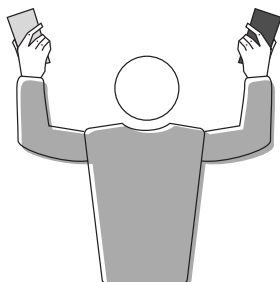
Show both cards jointly for expulsion.



8. Disqualification

Relevant Rules: 21.3.3, 21.6, 23.3.2.2

Show red and yellow cards separately for disqualification.



9. End of Set (or Match)

Relevant Rules: 6.2, 6.3

Cross the forearms in front of the chest, hands open.

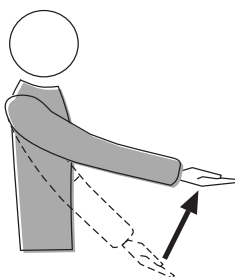


10. Ball Not Tossed or Released at the Service Hit

Relevant Rules: 12.4.1

Lift the extended arm, the palm of the hand facing upwards.

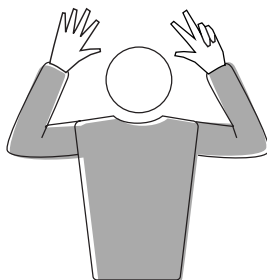
USAV: Substitute authorization to enter;
second referee only.



11. Delay in Service

Relevant Rules: 12.4.4

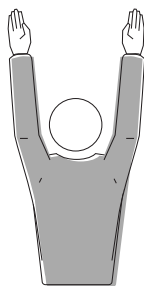
Raise eight fingers, spread open.



12. Blocking Fault or Screening

Relevant Rules: 12.5, 12.6.2.3, 14.6.3, 19.3.1.3, 23.3.2.3a, g, 24.3.2.4

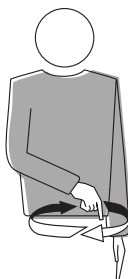
Raise both arms vertically, palms forward.



13. Positional or Rotational Fault

Relevant Rules: 7.5, 7.7, 23.3.2.3a, 24.3.2.2

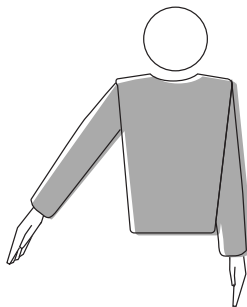
Make a circular motion with the forefinger.



14. Ball “In”

Relevant Rules: 8.3

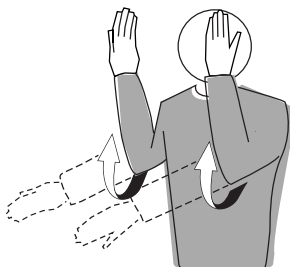
Point the arm and the fingers toward the floor.



15. Ball “Out”

Relevant Rules: 8.4.1, 8.4.2, 8.4.3, 8.4.4, 24.3.2.5, 24.3.2.7

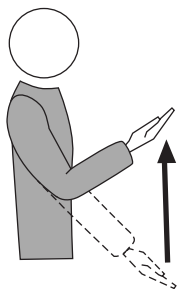
Raise the forearms vertically, hands open, palms toward the body.



16. Catch

Relevant Rules: 9.2.2, 9.3.3, 23.3.2.3b

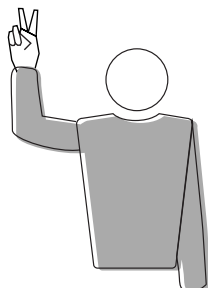
Slowly lift the forearm, palm of the hand facing upwards.



17. Double Contact

Relevant Rules: 9.3.4, 23.3.2.3b

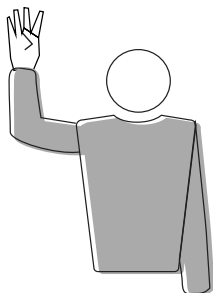
Raise two fingers, spread open.



18. Four Hits

Relevant Rules: 9.3.1, 23.3.2.3b

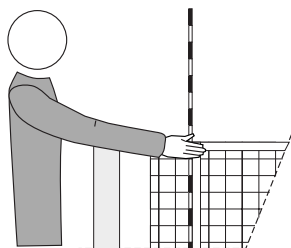
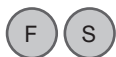
Raise four fingers, spread open



19. Net Touched by Player/Served Ball

1. Net Touched by Player
2. Served Ball Touches the Net Between the Antennae and Does Not Pass the Vertical Plane of the Net

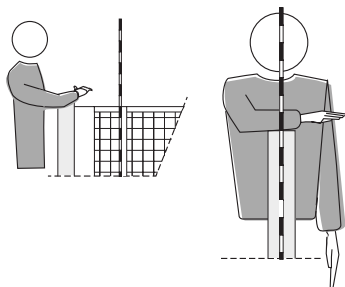
Indicate the relevant side of the net with the corresponding hand. For (2), only 1st referee signals.



20. Reaching Beyond the Net

Relevant Rules: 11.4.1, 13.3.1, 14.3, 14.6.1, 23.3.2.3c

Place a hand above the net, palm facing downwards.



21. Attack-Hit Fault

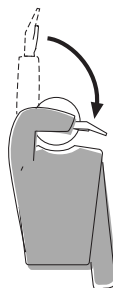
-by a back-row player, by a libero or on the opponent's service

Relevant Rules: 13.3.3, 13.3.4, 13.3.5, 23.3.2.3d, e, 24.3.2.4

-on an overhand finger pass by the libero in his/her front zone or its extension

Relevant Rules: 13.3.6

Make a downward motion with the forearm, hand open.



22. Penetration into the Opponent Court

Ball Crossing the Lower Space or the Server Touches the Court (End Line) or the Player Steps Outside His/ Her Court at the Moment of the Service Hit

Relevant Rules: 8.4.5, 11.2.2, 12.4.3, 23.3.2.3a, f, 24.3.2.1

Point to the center line or to the relevant line.



23. Double Fault and Replay

Relevant Rules: 6.1.2.2, 17.2, 22.2.3.4

Raise both thumbs vertically.



24. Ball Touched

Relevant Rules: 23.3.2.3b, 24.2.2

Brush with the palm of one hand the fingers of the other, held vertically.

USAV: Brush fingers of opposite hand once over palm of vertical hand with upward motion

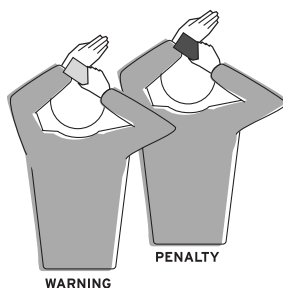


25. Delay Warning/Delay Penalty

Relevant Rules: 15.11.3, 16.2.2, 16.2.3, 23.3.2.2

Cover the wrist with a yellow card (warning) and with a red card (penalty).

USAV: Without card, hold palm of one hand against the opposite wrist for Improper Request.



26. Illegal Contact (used in Co-Ed competition)

Relevant Rules: Co-Ed 1.2, 1.2.1, 1.2.2

USAV: Place hands together (palms facing each other) overhead.

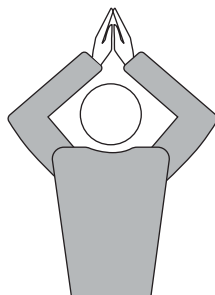


DIAGRAM 12: LINE JUDGES' OFFICIAL FLAG SIGNALS (INDOOR)

1. Ball "In"

Relevant Rules: 8.3, 27.2.1.1

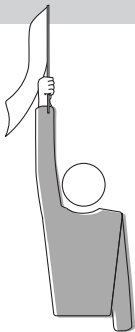
Point down with flag.



2. Ball "Out"

Relevant Rules: 8.4.1, 27.2.1.1

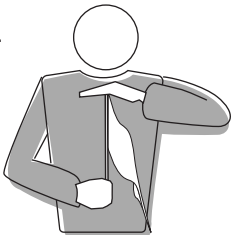
Raise flag vertically.



3. Ball Touched

Relevant Rules: 27.2.1.2

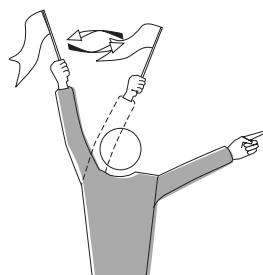
Raise flag and touch the top with the palm of the free hand.



4. Crossing Space Faults, Ball Touched Outside Object, Foot Fault

Relevant Rules: 8.4.2, 8.4.3, 8.4.4, 12.4.3, 27.2.1.3, 27.2.1.4, 27.2.1.6, 27.2.1.7

Wave flag over the head and point to the antenna or the respective line.

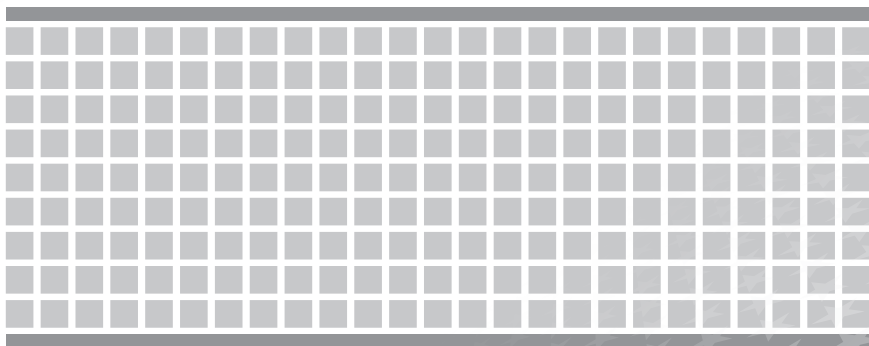


5. Judgment Impossible

Raise and cross both arms and hands in front of the chest.



INSTRUCTIONS FOR USING THE OFFICIAL USAV INDOOR SCORE SHEETS



46

46

S1 GENERAL PROCEDURES

S1.1 RECORDING INFORMATION

- S1.1.1 The scorer clearly records all information (except the signatures) using **PRINTED CAPITAL** letters on the score sheet.
- S1.1.2 Some information must be recorded **using blue/black ink**.
 - a. The instructions will indicate if blue/black ink is required.
- S1.1.3 Other information may be recorded using either pencil or blue/black ink.
- S1.1.4 **National Scorers: Must record all information using black/blue ink.**

S1.2 INCORRECT INFORMATION

- S1.2.1 Incorrect information must be corrected immediately.
- S1.2.2 Remove the incorrect information by:
 - a. Use of correction tape
 - b. Use of an eraser
 - c. Crossing out information using an **X**.

S1.3 DATES

All dates are recorded using **MM/DD/YY** or **MM-DD-YY** with leading zeros as necessary.

Examples: 06/02/15 06-02-15

S1.4 TIMES

All times are recorded using International Time **HH:MM** with leading zeros as necessary.

Examples: 9:10AM=09:10 1:15PM=13:15

S1.5 SCORES

When an action requires recording both team scores (time-outs, substitutions, sanctions, remarks), record the score of the team causing the action first.

Example: Team **A** score **5** and Team **B** score 10 when Team **B** takes a time out. Record **10:5** as score.

S1.6 PENALTY POINTS

S1.6.1 Slash the point in the **POINTS** column.

S1.6.2 Draw a circle around the slashed point.

S1.7 AUTOMATIC THREE (3) SET MATCHES

Some events use a best-of-three sets match format with some matches designated to play all 3 sets (**automatic three (3) set match**).

S1.7.1 If a coin toss and court change is required for set 3:

- a. A deciding set score sheet is used;
- b. The scoring procedures are the same as for any deciding set.

S1.7.2 If no coin toss or court change is required for set 3:

- a. A regular score sheet is used;
- b. The scoring procedures are the same as for any non-deciding set.

S1.8 READY SIGNAL

S1.8.1 When ready for the set to continue:

Make eye contact with 2nd referee;

Raise both hands, palms toward the court.

S2 PRE-MATCH

S2.1 BEFORE THE START OF A MATCH

S2.1.1 Prepare all the score sheet(s) for the match by recording the match information for:

- a. Sets 1 and 2 for a best-of-three match;
- b. Sets 1 through 3 for an 'automatic 3-set match';
- c. Sets 1 through 3 for a best-of-five match.

S2.2 HEADINGS

Use blue/black ink.

If the heading information is not pre-printed, record the following information:

S2.2.1 **Name of Competition**

S2.2.2 **City, State**

S2.2.3 **Hall NAME OF FACILITY**

S2.2.4 **Pool Phase**

For **Pools**, use number or letter

For **Phase**, use playoff bracket (e.g. GOLD, SILVER, BRONZE, etc.)

S2.2.5 **Division** X the appropriate box

S2.2.6 **Match No.** number or SEMI, FINAL, etc.

S2.2.7 **Category** X the appropriate box

S2.2.8 **Level** Record the level of play (AA, A, 40s, 16O, or other description)

S2.2.9 vs Record the complete names of the playing teams for the match;
TEAM NAME vs TEAM NAME
In the upper right-hand corner

S2.2.10 **Date** Match Date

S2.2.11 **Court** Court Number

S2.2.12 **Time** Scheduled Match Time
Leave blank if the scheduled time is based solely on the previous match's end time.

S2.3 OFFICIALS PRINTED NAMES

Use blue/black ink.

Record all officials' names as LAST NAME, FIRST NAME.

S2.3.1 **1st Name** of First Referee

S2.3.2 **2nd Name** of Second Referee

S2.3.3 **Scorer** Name of Scorer

S2.3.4 **Work Team** WORK TEAM NAME

S2.3.5 **Region** Region code of work team (2-character code)

S2.4 SET NUMBER

Use blue/black ink.

If not pre-printed, record the set number in the Set box.

S2.5 SET WITH SCORE NOT STARTING AT 0-0

Use blue/black ink.

For any set not starting at 0-0, record the unused points with the T-Bar method as follows: **Set starts at 4-4**

S2.5.1 Draw a horizontal line below the last unused number in the **Points** column.

S2.5.2 Draw a vertical line from the top of the **Points** column to the horizontal line.

Points			Points		
1	13	25	1	13	25
2	14	26	2	14	26
3	15	27	3	15	27
4	16	28	4	16	28
5	17	29	5	17	29

S3 STARTING THE MATCH

S3.1 TEAM DESIGNATION

After the coin toss and the determination of the serving team and the playing area.

- S3.1.1 Designate the team that begins Set 1 on the **left** court as Team **A**.
- S3.1.2 Designate the team that begins Set 1 on the **right** court as Team **B**.
- S3.1.3 Each team keeps the **A/B** letter designation assigned in Set 1 for the entire match.

S3.2 TEAM INFORMATION

Use blue/black ink.

- S3.2.1 **For Set 1**, in the **TEAM INFO** section:
 - a. Record Team A's name (shorten as needed) in the Team box on the left side.
 - 1) If not pre-printed, record an A in the A/B circle on the left side.
 - b. Record Team B's name (shorten as needed) in the Team box on the right side.
 - c. If not pre-printed, record a B in the A/B circle on the right side.
- S3.2.2 For the remaining non-deciding Sets, in the **TEAM INFO** section:
 - a. Teams will change courts for each non-deciding set
 - b. Record Team Information on the opposite sides from the previous set score sheet.
 - For Set 2:**
 - 1) Record Team B information on the left side.
 - 2) Record Team A information on the right side.
 - c. Alternate for each remaining non-deciding set score sheet.

S3.3 SERVING AND RECEIVING TEAMS

Use blue/black ink.

- S3.3.1 For the team serving first:
 - a. Record an X through the Ⓢ.
- S3.3.2 For the team receiving first:
 - a. Record an X through the Ⓡ.
 - b. Record an X in box 1 of the **SERVICE ROUNDS** section for the player in **SERVICE ORDER I**.
- S3.3.3 Repeat S3.3 on all non-deciding score sheets. Serve and receive will remain on the same court (side).

S3.4 ROSTERS (IF REQUIRED BY EVENT)

Rosters may not be used by all events.

- S3.4.1 Obtain an official roster from each team.
- S3.4.2 Verify player uniform numbers are correct and accurate.

- S3.4.3 Once submitted, no roster changes are permitted unless approved by event management.
- S3.4.4 Roster changes may result in team penalties as directed by event management.

S3.5 TEAM CAPTAINS (FROM ROSTERS)

Use blue/black ink.

- S3.5.1 No Rosters, record an **X** in the **Captain** box.
- S3.5.2 Rosters with no designated team captain, record an **X** in the **Captain** box.

EXAMPLE: No rosters or no Team Captain designated.

CAPTAIN

X									
---	--	--	--	--	--	--	--	--	--

- S3.5.3 Rosters with a designated team captain, record the team captain's number in the Captain box.

EXAMPLE: 8 is the roster Team Captain

- a. This player is always the captain when on the court.

CAPTAIN

8									
---	--	--	--	--	--	--	--	--	--

S3.6 LINE-UP SHEETS

- S3.6.1 Obtain a **LINE-UP** sheet from each team (previously distributed to each team).
- S3.6.2 Opponents may not see the other team's **LINE-UP** sheet after it has been obtained.
- S3.6.3 Verify that a coach or team captain has signed each **LINE-UP** sheet.
- S3.6.4 Verify that Libero designations have been indicated.
- S3.6.5 Verify that a game captain is indicated using a c next to the player number.
a. If the roster team captain starts the set, he/she must be the game captain.
- S3.6.6 **[Optional]** An alternate captain may be designated on the line-up sheet using an a next to the player number.
- S3.6.7 Immediately return incomplete line-up sheets to the 2nd referee.

S3.7 LIBERO DESIGNATION

Use blue/black ink.

- S3.7.1 A Libero may be the team, game or alternate captain.
- S3.7.2 At the start of the match, each team must decide whether to designate two (2) Liberos for the match or zero (0) or one (1)

Libero per set. This decision must be indicated on the **LINE-UP** sheet for Set 1.

- S3.7.3 **Zero (0) or one (1) Libero** is designated on the **LINE-UP** sheet for Set 1:
- The empty Libero box(es) for Set 1 must contain an **X**.
 - All remaining sets may have a maximum of one (1) Libero designated.
 - The Libero may be a different player for each set.
 - Record an **X** in the second Libero Box (R) on the remaining sets **LINE-UP** sheets.
 - Record an **X** in the second Libero Box (R) in the **TEAM INFO** section for this team on all non-deciding set score sheets.
- S3.7.4 **Two (2) Liberos** are designated on the **LINE-UP** sheet for Set 1:
- The Liberos must be the same for all sets
 - Unless a Libero re-designation has occurred.
 - Record the two Libero numbers in Libero Boxes on the remaining sets **LINE-UP** sheets.
 - Record the two Libero numbers in the Libero boxes in the **TEAM INFO** section for this team on all non-deciding set score sheets.

S3.8 VERIFYING LINE-UP PLAYER NUMBERS

- S3.8.1 No changes to player numbers may be made after the **LINE-UP** sheet has been submitted.
- S3.8.2 Substitutions may be made prior to the start of any set.
- S3.8.3 If rosters are used, verify the numbers on the **LINE-UP** sheet are consistent with the numbers on the roster.

S3.9 RECORDING THE GAME CAPTAIN(S)

Use blue/black ink.

- S3.9.1 Record the game captain's number in the CAPTAIN circle. The game captain is designated on the **LINE-UP** sheet by a c.
- If the game captain leaves:
 - An alternate captain must be designated.
 - If the game captain returns:
 - He/she will resume the duties of captain.
- S3.9.2 If an alternate captain has been designated on the **LINE-UP** sheet using an a, record the alternate captain in the first available slot in the CAPTAIN section

COBRAS Team A; Receiving; No Rosters;
Libero 8 captain; 10 alternate captain;
 Libero 8 is game captain when on the court;
 10 is game captain when 8 is off the court.

CAPTAIN **X** **8** **10** | | | | |

SET 1 LINE-UP SHEET			LIBERO N°
TEAM COBRAS			8dX
IV 47	III 10a	II 11	
V 23	VI 2	I 15	
SIGNATURE			
Cobra Leader			

S3.10 RECORDING THE LINE-UPS

Use blue/black ink.

S3.10.1 Record the starting players' uniform numbers in position order in the SERVICE ORDER section.

- Record the numbers in the middle of the top line of each box.
- Match the Roman numeral box on the **LINE-UP** sheet to the corresponding Roman numeral on the score sheet. Do this for both teams regardless of which team is serving first.

		CAPTAIN		X (8) 10								
Start		:	Team		COBRAS		8		X		Liberos	
Order	I		II		III		IV		V		VI	
	15		11		10		47		23		2	

S3.11 CHECKING PLAYERS ON THE COURT

Verify the players on the court, using the **SERVICE ORDER** section of the score sheet, as the 2nd referee checks the player's starting position on the court using the **LINE-UP** sheet.

- Confirm the correct player numbers are on the court.
- Confirm the player numbers are in the correct starting positions according to the service order.
- Notify the 2nd referee of any discrepancies in either player numbers or starting positions.

S3.12 LEGAL SUBSTITUTES SECTION

Use blue/black ink.

- National Scorers: Must record information about available substitutes in the Legal Substitutes section.
- The Liberos are not **Legal Substitutes**.
- [Optional]** If rosters are provided, record the non- starting players on the roster in the **Legal Substitutes** section.
- [Optional]** If there are no available substitutes, record "NO SUBS" in the **Legal Substitutes** section.

S3.13 START TIME

Use blue/black ink.

Record the start time (using international format) in the **START TIME** box when the 1st referee whistles for the first serve. (Samples are provided in upper right section of the score sheet.)

		CAPTAIN		X	8	10
Start		09:00		Team		COBRAS
Order	I		II		III	
	15		11		10	

S4 RECORDING INFORMATION

S4.1 INFORMATION DURING THE SET

- S4.1.1 Record using either pencil or **blue/black ink**.

S5 CONTROLLING SERVICE

S5.1 VERIFYING CORRECT SERVER

Verify the correct server has the ball and is preparing to serve each time a player enters the service zone.

S6 RECORDING SERVICE AND RESULT

S6.1 SERVICE ROUNDS BOX

- S6.1.1 Use one box for the entire term of service for each position, whether the player serves once or multiple times.
- S6.1.2 The first time the correct server serves in a particular service round, record a small checkmark (✓) through the number in the corner of the appropriate **SERVICE ROUNDS** box beneath the serving player's number.
- S6.1.3 When the serving team wins the rally:
a. Record by slashing the appropriate point in the **POINTS COLUMN** for the serving team.
- S6.1.4 When the receiving team wins the rally:
a. Record the exit score in the checked **SERVICE ROUNDS** box.
1) The exit score is the serving team's total cumulative points.



Points	
/ 13	25
/ 14	26
3 15	27



- b. Immediately record the rally point for the receiving team by slashing the appropriate point in that team's **POINTS COLUMN**.
1) The slashed rally point is 1 point more than that team's previous exit score, unless points have been removed due to a fault.

S6.2 LIBERO SERVING

A Libero is permitted to serve in only one rotational position during each set.

- S6.2.1 Record this position by drawing a triangle around the **Service Order** Roman numeral the first time a Libero serves in the set.

Start	:	Team	BLUE				Libero	A	B	S
I		II	III	IV	V	VI	8	X	A	X
2		16	5	10	7	4				

- S6.2.2 When the serving team wins the rally on a Libero's serve:
- Draw a triangle around the appropriate point(s) in the **POINTS COLUMN**.

Points		
✓	13	25
✓	14	26
△	15	27
△	16	28
5	17	29

- S6.2.3 When the receiving team wins the rally,
- Record the exit score in the checked **SERVICE ROUNDS** box.
 - Immediately record the rally point for the receiving team by slashing the appropriate point in that team's **POINTS COLUMN**.

S6.3 RALLY BEING REPLAYED

When play is stopped and the rally is replayed due to external interference of the rally:

- Record nothing on the score sheet.
- Verify the visible scoreboard reflects the correct score and no points were inadvertently added or removed.

S7 RECORDING SERVICE FAULTS

S7.1 RECORDING THE SERVICE ROUND

If a wrong server, time violation, or serving team penalty occurs:

- On the first service of that round, do not record a checkmark (✓) through the **SERVICE ROUNDS** number.
- After the first service of that round, do not remove the checkmark (✓).

2
✓

S7.2 ROTATIONAL FAULT (**WRONG SERVER**)

When an incorrect player is in the service area preparing to serve:

- Wait until the incorrect player contacts the ball for service.
 - Immediately notify the 2nd referee after the incorrect player contacts the ball.
- Record the exit score in the **SERVICE ROUNDS** box of the player **who should have served**.
 - No checkmark (✓) is recorded or removed.
- No **REMARK** or **SANCTION** is recorded.
- Any points earned during the rotational fault must be removed from the score sheet.

- a. Record an appropriate statement in the **REMARKS** section.

REMARKS
ROTATIONAL FAULT, CANCELLED
PTS 10-11,B,SET 2,11-7

S7.3 SERVICE FAULT (**TIME VIOLATION**)

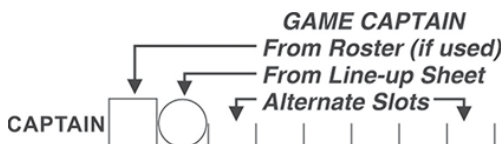
When a server fails to contact the ball in the allotted time period or for any other reason does not actually contact the ball for service after the 1st referee beckons for service:

- S7.3.1 Record the exit score in the **SERVICE ROUNDS** box of that server.
- a. It
- S7.3.2 No **REMARK** or **SANCTION** is recorded.

S8 RECORDING GAME CAPTAIN CHANGES

During play, there must always be a game captain on the court.

S8.1 TEAM CAPTAIN FROM ROSTER (IF ROSTERS ARE USED)



- S8.1.1 When the team captain indicated on the roster (in the **Captain** box) is on the court, he/she is the game captain.



S8.2 TEAM CAPTAIN FROM LINE-UP SHEET

- S8.2.1 When the team captain indicated on the line-up sheet (in the **Captain** circle) is on the court, he/she is the game captain.

S8.3 TEAM CAPTAIN LEAVES THE COURT

- S8.3.1 An alternate player on the court must be assigned the role of game captain and is recorded in the alternate slots.
- S8.3.2 When no alternate game captain is recorded:
- Inform the 2nd referee that an alternate game captain needs to be assigned.
 - Record the alternate game captain's number in the first available alternate slot.
- S8.3.3 When an alternate game captain is recorded:
- Report the alternate game captain's number to the 2nd referee (**10** in the diagram below).

S8.4 ALTERNATE GAME CAPTAIN LEAVES THE COURT

- S8.4.1 Inform the 2nd referee that a new alternate game captain needs to be assigned.
- S8.4.2 Slash the exiting number in the alternate slots.
- S8.4.3 Record the new alternate game captain's number in the next available alternate slot.

Example: 10 leaves the court and 9 is the alternate captain

Note: When 10 re-enters the court, 9 remains the alternate game captain.

S9 SUBSTITUTIONS**S9.1 GENERAL INFORMATION**

- S9.1.1 Each team is limited to 12 team substitutions per set.
- S9.1.2 Players may enter a set an unlimited number of times within the team substitution limit, but always in the same rotational position relative to teammates.
- S9.1.3 An unlimited number of players are allowed to substitute into a given rotational position.

S9.2 LEGAL SUBSTITUTIONS

A legal substitution must meet all the following:

- S9.2.1 The request must be within the team substitution limit.
- S9.2.2 When using rosters:
 - a. The substitute must be on the roster.
 - b. National Scorers: Available substitutes must have been recorded in the Legal Substitutes section.
- S9.2.3 The substitute must enter in the correct rotational position.
- S9.2.4 The substitute cannot have been:
 - a. Replaced by an exceptional substitution during the match;
 - b. Declared unable to play during the match;
 - c. Expelled during the set;
 - d. Disqualified during the match.

S9.3 ADMINISTERING SUBSTITUTIONS

When the 2nd referee authorizes a substitution.

- S9.3.1 Confirm the legality of the substitution.
 - a. Immediately notify the 2nd referee if the substitution is not legal.
 - b. Remove any incorrectly recorded substitution information (if any).
- S9.3.2 Record the substitution.
- S9.3.3 Notify the 2nd referee when a team has used its 9th, 10th, 11th, and 12th substitutions.
- S9.3.4 Display the **READY** signal to the 2nd referee.

S9.4 MULTIPLE SUBSTITUTIONS (SAME TEAM)

The 2nd referee will authorize a pair to exchange followed by another pair until all substitutions have been completed.

- S9.4.1 Administer each substitution separately using the procedures above.
 - a. Confirm legality.
 - b. Record substitution.
 - c. Notify 2nd referee of the 9th, 10th, 11th, and 12th substitutions.
 - d. Display the **READY** signal to confirm all substitutions for that team have been recorded.

S9.5 SIMULTANEOUS SUBSTITUTION BY BOTH TEAMS

When both teams request substitutions during the same dead ball.

- S9.5.1 Administer each substitution in the same order as authorized by the 2nd referee.
- S9.5.2 Display the **READY** signal one time for each side.

S9.6 RECORDING SUBSTITUTIONS

- S9.6.1 Record the substitution in the first available row in the **Score at Substitution** section beneath the player number leaving the set.
 - a. Record the entering player number in the left box.
 - b. Record the score at time of substitution in the right box.

IV	
2	
9	3:2
	:

- S9.6.2 Record the total number of team substitutions used by slashing the next un-slashed number in the **Substitutions** row beneath the **SERVICE ROUNDS** section.

3	6	3	6
Substitutions 2 3			

- S9.6.3 When rosters are used and this is the first time the player has entered the game:
- Slash the player number in the **Legal Substitutes** section.
 - National Scorers: Must slash the player number in the Legal Substitutes section.

S9.7 RECORDING MORE THAN EIGHT (8) SUBSTITUTIONS IN ONE ROTATIONAL POSITION

- S9.7.1 Record the substitution in the available SCORE at SUBSTITUTION boxes in an adjoining column.
- S9.7.2 Draw a dark line around the adjoining **SCORE at SUBSTITUTION** column area to indicate this information belongs with the original substitution position (see diagram below).

I	II	III	IV	V	VI
2	16	5	10	7	4
:	:	3 1:2	:	:	:
:	:	5 2:4	:	:	:
:	:	3 8:7	:	:	:
:	:	5 9:8	:	:	:
:	:	3 12:12	3 21:17	:	:
:	:	5 13:12	5 22:18	:	:
:	:	3 18:14	3 24:24	:	:
:	:	5 19:15	5 25:24	:	:

S10 EXCEPTIONAL SUBSTITUTIONS

S10.1 WHEN PERMITTED

- S10.1.1 An injured or ill player (except a Libero) who cannot continue playing should be substituted legally or, if in the back row, legally replaced by the Libero.
- S10.1.2 If this is not possible, the team is entitled to make an exceptional substitution.

S10.2 PRIORITY FOR EXCEPTIONAL SUBSTITUTION

- S10.2.1 By the starter or a substitute who has played in the position of the injured player, or by any substitute who has not already participated in the set;
- S10.2.2 by any substitute on the bench, regardless of position previously played;
- S10.2.3 by the Libero.

S10.3 RECORDING EXCEPTIONAL SUBSTITUTIONS

- S10.3.1 Circle the injured player's number in the **SERVICE ORDER** or **SCORE at SUBSTITUTION** section to indicate that the player is prohibited from returning to the match.
- S10.3.2 Record the incoming player's number in the next available substitution box.
- S10.3.3 **Do not** record the score in the **SCORE at SUBSTITUTION** section.
- S10.3.4 **Do not** slash any substitution number in the Substitutions row beneath the **SERVICE ROUNDS** section. An exceptional substitution is not counted as one of the team's allowable team subs.
- S10.3.5 RECORD REMARKS
- Record a comment in the **REMARKS** section, noting the action (EX SUB), the uniform numbers of the incoming player and injured player, the team name or letter designation, the set number, and the score at the time of the exceptional substitution.

III	IV
2	⑥
:	14 :

REMARKS
EX SUB, #12 FOR #16, A, SET 1, 9-12

- If more sets will be played in the match:
 - Record this remark onto all subsequent score sheets.
 - This player will be recorded in the **Legal Substitutes** section of subsequent score sheets inside a circle. This indicates that this player cannot be used as a legal substitute.

S10.4 EXCEPTIONAL SUBSTITUTIONS INVOLVING THE LIBERO

As the last option, a Libero may be used as the exceptional substitute.

- S10.4.1 If the team has two Liberos, either Libero may be selected as the exceptional substitute and the team will be limited to one Libero for the remainder of the match.
- S10.4.2 If the team is using one Libero, the team will play the remainder of the match with no Libero.

S10.4.3 Record the selected Libero's number in the next available substitution box.

S10.4.4 **Do not** record the score in the **SCORE at SUBSTITUTION** section.

S10.4.5 RECORD THE EXCEPTIONAL SUBSTITUTE

- a. Slash the selected Libero's number in the Libero# box next to the team name.

Start	09:00	Team	EAGLES	Libero#	11	3	A	B	S
I	II	III	IV	V	VI				
2	16	5	12	7	4				
:	11	:	:	:	:	:	:	:	:

- b. The Libero's number is also slashed on the Libero Control Sheet.
- c. When two (2) Liberos are designated for the match and more sets will be played:
 - 1) Record this slash onto all subsequent set score sheets and the Libero Control Sheet.

Set 2									
X	A	B	11	3	Team	EAGLES	End	:	

S10.4.6 RECORD REMARKS

- a. Record a comment in the REMARKS section as follows:

REMARKS
EX SUB LIBERO #11 FOR #16.A
SET 1,9-12

- b. If more sets will be played in the match, record this remark on all subsequent score sheets.

S11 TIME-OUTS

S11.1 RECORDING TIME OUTS

- S11.1.1 Record the score at the time-out in the **TIME-OUTS** box located under the team's **POINTS COLUMN** section.
- S11.1.2 Record the first time-out in the top box.
- S11.1.3 Record the second time-out in the lower box.

Time Outs	Time Outs
7:10	12:13
22:20	:

S11.2 COMMUNICATING WITH SECOND REFEREE

- S11.2.1 Immediately after recording the time-out:
- Visually signal the number of time-outs taken by each team to the 2nd referee.
- S11.2.2 At the conclusion of the time-out:
- Display the ready signal to the 2nd referee.

S12 IMPROPER REQUEST

The IMPROPER REQUEST section is used to denote that a team has made an improper request.

S12.1 RECORDING AN IMPROPER REQUEST

- S12.1.1 Record an **X** over the appropriate A or B for the team that made the improper request.



- S12.1.2 If more sets will be played in this match;
- Record this Improper Request onto all subsequent score sheets.
- S12.1.3 A team may be charged with an improper request after being sanctioned with a delay.

S13 SANCTIONS BOX

S13.1 GENERAL INFORMATION

- S13.1.1 The **SANCTIONS** section is used to record sanctions applied by the 1st referee.
- S13.1.2 Information recorded in the **SANCTIONS** section needs no further notation in the **REMARKS** section.
- S13.1.3 Each recorded sanction should include:
- the specific sanction:
 - delay or misconduct warning,
 - delay or misconduct penalty,
 - expulsion or disqualification;
 - the player number or bench personnel code (if applicable);
 - the team at fault (use **A** or **B** team designation);
 - the set number;
 - the score at the time of the sanction.
- S13.1.4 If more sets will be played in the match:
- Record **all sanctions** onto all subsequent score sheets.

- S13.1.5 When a penalty is recorded in the **Penalty** column, there must be a corresponding penalty point recorded in the opponent's **Points** column.

S13.2 DELAY WARNING (YELLOW CARD SHOWN ON WRIST)

- S13.2.1 Record a **D** in the **W Warn** column, record the team at fault, the set number, and the score.
- a. There is only one yellow card delay warning per team/per match.

	W Warn	P Penalty	E Expel	D DisQ	(A) (B)	SET	SCORE
S							
A	D				B	3	8:5

S13.3 MISCONDUCT WARNING (YELLOW CARD)

- S13.3.1 Record the player number or bench personnel code (refer to the legend next to the **SANCTIONS** box) in the **W Warn** column, record the team at fault, the set number, and the score.
- a. There is only one yellow card misconduct warning per team/per match.

	W Warn	P Penalty	E Expel	D DisQ	(A) (B)	SET	SCORE
S							
A	C				A	1	7:6

S13.4 DELAY PENALTY (RED CARD SHOWN ON WRIST)

- S13.4.1 Record a **D** in the **P Penalty** column, the team at fault, the set number, and the score at the time of the penalty.
- S13.4.2 If penalty is against the serving team, record the serving team's exit score.

	W Warn	P Penalty	E Expel	D DisQ	(A) (B)	SET	SCORE
S							
A		D			A	2	3:4

- S13.4.3 Record the awarded penalty point. Slash and circle the opposing team's next point in the **POINTS COLUMN**.

Team B	
Points	
/	13 25
/	14 26
/	15 27
/	16 28
⓪	17 29

S13.5 MISCONDUCT PENALTY (RED CARD)

- S13.5.1 Record the player number or bench personnel code (refer to the legend next to the **SANCTIONS** box), in the **P Penalty** column, the team at fault, the set number, and the score at the time of the penalty.

- S13.5.2 If penalty is against the serving team, record the serving team's exit score.

	W Warn	P Penalty	E Expel	D DisQ	(A) (B)	SET	SCORE
S							
A		5			B	3	6:2

Team A		
Points		
✓	13	25
✓	14	26
✓	15	27
✓	16	28
⓪	17	29

- S13.5.3 Record the awarded penalty point. Slash and circle the opposing team's next point in the **POINTS COLUMN**.

S13.6 MISCONDUCT EXPULSION (RED AND YELLOW CARD SHOWN TOGETHER)

- S13.6.1 A team member sanctioned by expulsion;
- Shall not play for the rest of the set;
 - Must be substituted legally and immediately if on the court. (Exceptional Substitution is not permitted) **Otherwise, the team is incomplete.**
 - May not remain on the bench (seated in penalty area if available).

S13.6.2 RECORD THE EXPULSION

- Record the player number or bench personnel code (refer to the legend next to the **SANCTIONS** box), in the **E Expel** column, the team at fault, the set number, and the score at the time of the expulsion.

	W Warn	P Penalty	E Expel	D DisQ	(A) (B)	SET	SCORE
S							
A			8		B	2	8:5

- No loss of service or penalty point awarded.**

S13.6.3 RECORD THE REQUIRED LEGAL SUBSTITUTION

- Circle the expelled player's number in the **SERVICE ORDER** or **SCORE AT SUBSTITUTION** section indicating the player shall not play for the rest of this set.

I	II	III	IV	V	VI
2	8	5	12	7	4
:	6	:	:	:	:

Substitutions	✓	2	3	4	5	6	7	8	9	10	11	12
---------------	---	---	---	---	---	---	---	---	---	----	----	----

- Complete recording the substitution using the procedure as outlined in **S9.6**.

S13.7 MISCONDUCT DISQUALIFICATION (RED AND YELLOW CARD SHOWN APART)

- S13.7.1 A team member sanctioned by disqualification:
- Must be substituted legally and immediately if on the court. (Exceptional Substitution is not permitted.) **Otherwise, the team is incomplete.**
 - Must leave the Competition-Control Area for the rest of the match. (**Must leave the gym**)

S13.7.2 RECORD THE DISQUALIFICATION

- Record the player number or bench personnel code (refer to the legend next to the **SANCTIONS** box), in the **D DisQ** column, the team at fault, the set number, and the score at the time of the disqualification.

S13.7.3 RECORD THE DISQUALIFICATION

- Record the player number or bench personnel code (refer to the legend next to the **SANCTIONS** box), in the **D DisQ** column, the team at fault, the set number, and the score at the time of the disqualification.

	W Warn	P Penalty	E Expel	D DisQ	(A) (B)	SET	SCORE
S							
A				9	B	2	8:7

- No loss of service or penalty point awarded.**

S13.7.4 RECORD THE REQUIRED LEGAL SUBSTITUTION

- Circle the disqualified player's number in the **SERVICE ORDER** or **SCORE AT SUBSTITUTION** section indicating the player shall not play for the rest of the match.
- Complete recording the substitution using the procedure as outlined in **S9.6**.

I	II	III	IV	V	VI
2	8	5	12	7	4
:	:	:	⑨ 3:4	:	:
:	:	:	6 8:7	:	:

Substitutions 1 2 3 4 5 6 7 8 9 10 11 12

- This player will be recorded in the **Legal Substitutes** section of subsequent score sheets inside a circle. This indicates that this player cannot be used as a legal substitute.

S14 REMARKS SECTION

S14.1 USE OF THE REMARKS SECTION.

- S14.1.1 Do Not record frivolous remarks.
- S14.1.2 Record any noteworthy situation that occurs and is pertinent to the progress of the set.
- S14.1.3 Record information that cannot be recorded in the SANCTIONS box:
 - a. Reason for Referee actions such as:
 - 1) Defaulted/Forfeited set;
 - 2) Points cancelled by referees;
 - 3) Unusually long delays not covered by delay sanctions.
 - b. Late Match Start
 - c. Teams in DEFAULT;
 - d. FORFEITS;
 - e. Incomplete teams;
 - f. Exceptional Substitutions (EX SUB);
 - g. Penalties that cannot be recorded in the SANCTIONS box, including late work teams, violation of event rules;
 - h. Other.
- S14.1.4 Record additional information as needed:
 - a. Player number or bench personnel code;
 - b. Team (A or B);
 - c. Set number;
 - d. Score at time of situation.

S14.2 PREFERRED RECORDING TECHNIQUES

- S14.2.1 (Preferred Technique) Record information in the REMARKS section in the same order as the SANCTIONS box.
- S14.2.2 The order of recording information in the REMARKS section is not critical as long as all necessary information is recorded.

S14.3 EXAMPLE OF LATE START AND LATE WORK TEAM PENALTY

- S14.3.1 Record the awarded penalty points. Slash and circle first three points in Team A's POINTS COLUMN.

REMARKS		Team A	
LATE START DUE TO PREVIOUS MATCH		Points	
LATE WORK TEAM PREVIOUS MATCH, B.		②13	25
3 PT PENALTY		②14	26
		②15	27
		416	28

S15 SCORING ACTIONS INVOLVING THE LIBERO

S15.1 LIBERO UNABLE TO PLAY DUE TO ILLNESS, INJURY, OR DECLARATION

S15.1.1 REMARKS

- Record a comment in the **REMARKS** section when any Libero becomes unable to play.

REMARKS
LIBERO #11 UNABLE TO PLAY A
SET 1,8-6

- If more sets will be played in the match, record this remark onto all subsequent score sheets.

S15.1.2 RECORD THE LIBERO (**UNABLE TO PLAY**)

- Circle the number of the Libero unable to play (next to the team name). This player will be unable to play for the remainder of the match.

Start	09:00	Team	EAGLES	Libero#	(11)	X	A	B	S	X
-------	-------	------	--------	---------	------	---	---	---	---	---

- The Libero number is also circled on the Libero Control Sheet.
- When two (2) Liberos are designated for the match and more sets will be played:
 - Record this circle onto all subsequent set score sheets and the Libero Control Sheet.

Set 2		Libero#	(11)	3	Team	EAGLES	End	:
-------	--	---------	------	---	------	--------	-----	---

S15.2 AN EXPELLED LIBERO

S15.2.1 A Libero sanctioned by expulsion;

- Shall not play for the rest of the set;
- Must be replaced immediately, if on the court.
- May not remain on the bench. (Seated in penalty area if available)

S15.2.2 RECORD THE EXPULSION

- Record the Libero number in the **E Expel** column, the team at fault, the set number, and the score at the time of the expulsion.

	W Warn	P Penalty	E Expel	D DisQ	(A) (B)	SET	SCORE
S							
A			11		A	1	8:6

- No loss of service or penalty point awarded.**

S15.2.3 RECORD THE EXPELLED LIBERO

- Circle the number of the expelled Libero (next to the team name).

Start	09:00	Team	EAGLES	Libero#	(11)	X	A	B	S	X
-------	-------	------	--------	---------	------	---	---	---	---	---

- b. The Libero number is also circled on the Libero Control Sheet.

S15.3.1 A Libero sanctioned by disqualification;

- Must be replaced immediately, if on the court.
- Must leave the Competition-Control Area for the rest of the match. (**Must leave the gym**)

S15.3.2 RECORD THE DISQUALIFICATION

- Record the Libero number in the **D DisQ** column, the team at fault, the set number, and the score at the time of the disqualification.

	W Warn	P Penalty	E Expel	D DisQ	(A) (B)	SET	SCORE
S A				3	A	1	4:9

- b. **No loss of service or penalty point awarded.**

S15.3.3 RECORDING THE DISQUALIFIED LIBERO

- Circle the number of the disqualified Libero (next to the team name).

Start	09:00	Team	EAGLES	(3)	X	A	A	S
-------	-------	------	--------	-----	---	---	---	---

- The Libero number is also circled on the Libero Control Sheet.
- When two (2) Liberos are designated for the match** and more sets will be played:
 - Record this circle onto all subsequent set score sheets and the Libero Control Sheet.

Set 2								
X	A	B	(11)	3	Team	EAGLES	End	:

S15.4 LIBERO RE-DESIGNATION

- S15.4.1 Libero re-designation is permitted only when a team has only one Libero and that Libero becomes unable to play.

- S15.4.2 If the team re-designates a Libero, record the re-designation in the REMARKS section.

REMARKS
REDESIGNATED LIBERO #8, A,
SET 1, 10-8

S15.4.3 RECORD THE RE-DESIGNATED LIBERO

- Record the number of the re-designated Libero above the Libero box (next to the team name).

Start	09:00	Team	EAGLES	(11)	X	A	A	S
I	II	III	IV	V	VI			
2	8	5	12	7	4			
:	12	8:7	:	:	:	:	:	:

- b. This number is also recorded on the Libero Control Sheet for the current set.
- c. When two (2) Liberos are designated for the match and more sets will be played:
 - 1) Record this number onto all subsequent set score sheets and the Libero Control Sheet.

Set 1		8	
Start	09:00	Team	EAGLES
		(11) (3)	A B X
Set 2		8	
X A B	(11) (3)	Team	EAGLES
		End	:

S16 SET POINT SIGNAL

S16.1 NOTIFY THE 2ND REFEREE WHEN EITHER TEAM'S NEXT POINT WOULD END THE SET.

- S16.1.1 Place the index finger on the front of the shoulder on the side of the team with the set point.
- a. Repeat the signal only if a different set point situation occurs.

S17 POST SET PROCEDURES

S17.1 FINAL POINT SCORED

- S17.1.1 Slash the final point in the **POINTS** column.
- S17.1.2 Cross forearms in front of the chest (palms facing toward body) to indicate the end of the set/match.
- S17.1.3 Record the point total as the final exit score.
- a. When final point is scored by the serving team:
 - 1) Record the final exit score in the current **SERVICE ROUNDS** box.
 - b. When final point is scored by the receiving team on the opponent's loss of rally:
 - 1) Record the final exit score in the next available **SERVICE ROUNDS** box.
 - 2) Do not record a checkmark (✓) through the **SERVICE ROUNDS** box number.

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S17.2 FROM THIS POINT FORWARD RECORD ALL INFORMATION USING BLUE/BLACK INK

S17.3 END TIME AND FINAL EXIT SCORES

Use blue/black ink.

End **09:47**

- S17.3.1 Record the set ending time in the **END TIME** box.
- a. End time is when the first referee signals the end of set.

- S17.3.2 Circle the final exit score in the **SERVICE ROUNDS** box for each team

X	4	3	4	5	4	10	4	18	4	22	4
24	5	2	5	2	5	2	5	2	5	2	5
3	6	3	6	3	6	3	6	3	6	3	6

S17.4 POINTS COLUMN

Use blue/black ink.

- S17.4.1 Do not circle the final point in the **POINTS** column, unless it was the result of a penalty point.
- S17.4.2 Cancel all unused points using the **T-Bar** Method.
- S17.4.3 **T-Bar** Method

- At the end of each set, using a straight edge:
 - Draw a horizontal line across the column underneath the last point recorded.
 - Draw a vertical line through the numbers from the horizontal line to the bottom of the column.
 - For each unused column containing a number, draw a vertical line through the numbers from top to bottom of the column.

Points	Points
1 13 25	1 18 28
2 14 26	2 14 26
3 15 27	3 15 27
4 16 28	4 16 28
5 17 29	5 17 29
6 18 30	6 18 30
7 19 31	7 19 31
8 20 32	8 20 32
9 21 33	9 21 33
10 22 34	10 22 34
11 23 35	11 23 35
12 24 36	12 24 36

S17.5 SET RESULTS

Use blue/black ink.

- S17.5.1 Record the winning team name and score in the upper section (**Winning**) of the appropriate **SET RESULTS** box.
- S17.5.2 Record the losing team name and score in the lower section (**Losing**) of the appropriate **SET RESULTS** box.

TEAM	SET RESULTS	Score
Winning	EAGLES	25
Losing	COBRAS	10

S17.6 SCORE SHEET REVIEW

- S17.6.1 Review for completeness and accuracy
- Start and End Times
 - Confirm substitutions areas all agree
 - Count substitutions in **SCORE at SUBSTITUTION** section.
 - Compare to total substitutions in **Substitutions** row.
- S17.6.2 Check accuracy of scores by matching:
- Final Exit Score;
 - Last Point recorded in **POINTS** column;
 - Scores recorded in **SET RESULTS**.

- S17.6.3 Check accuracy of **SET RESULTS**
- Winning and Losing Teams are correct;
 - Scores are accurately recorded and match other scores.

S17.7 SIGNATURE

Use blue/black ink.

When using the 1-set score sheet.

- S17.7.1 Sign the score sheet after the review.
- S17.7.2 When using the 2-set score sheet, sign the score sheet after the 2nd set has been completed and reviewed.

SIGNATURES	
Scorer	<i>Scorer's Signature</i>
1st Referee	

S17.8 PREPARING ADDITIONAL SCORE SHEETS

- S17.8.1 Record all sanctions and pertinent remarks that affect the administration of remaining sets onto all subsequent score sheets.
- S17.8.2 Verify all players either disqualified or replaced through exceptional substitution are not listed as Legal Substitutes.

S18 POST MATCH PROCEDURE

S18.1 RECORD MATCH RESULTS

Use blue/black ink.

- S18.1.1 Record the winning team name in the **MATCH WINNER** box on all score sheets used in the match.
- S18.1.2 Record the number of sets won and lost.

TEAM	MATCH WINNER	Sets	W	L
EAGLES			2	1

- S18.1.3 If a tie occurs (some competitions play two sets only) record **SPLIT/TIED** as the winning team.

TEAM	MATCH WINNER	Sets	W	L
SPLIT/TIED			1	1

S18.2 1ST REFEREE SIGNATURE

Use blue/black ink.

- S18.2.1 Assist the 1st referee (as needed) as he/she reviews and signs all used score sheets.

SIGNATURES	
Scorer	<i>Scorer's Signature</i>
1st Referee	<i>First Referee Signature</i>

S18.3 SCORE SHEETS

- S18.3.1 Process completed score sheets as instructed by tournament management.

S18.4 SCORER TABLE

- S18.4.1 Before leaving:
- Discard all work papers, Line-up Sheets, Libero Control Sheet.
 - Remove all personal items;
 - Discard all trash.

DIAGRAM 2

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S19 DECIDING SET SCORE SHEET

S19.1 DECIDING SET SCORE SHEET

A deciding set score sheet is used for multiple match situations:

- S19.1.1 When a best-of-three match is tied 1-1 or a best-of-five match is tied 2-2, a deciding set is played.
- The set is played to fifteen (15) points with a minimum lead of two (2) points.
 - Teams will change courts at eight (8) points.
- S19.1.2 When a playoff set to twenty-five (25) points is played.
- The set is played to twenty-five (25) points with a minimum lead of two (2) points.
 - Teams will change courts at thirteen (13) points.
- S19.1.3 When a playoff set to fifteen (15) points is played.
- The set is played to fifteen (15) points with a minimum lead of two (2) points.
 - Teams will change courts at eight (8) points.
- S19.1.4 When the third set of an 'automatic 3-set' match is played like a deciding set.
- A coin toss is conducted.
 - The set is played to twenty-five (25) points with a minimum lead of two (2) points.
 - Teams will change courts at thirteen (13) points.

S19.2 CHARACTERISTICS OF A DECIDING SET SCORE SHEET

S19.2.1 A deciding set score sheet contains:

- All the information of a non-deciding set score sheet.
 - Due to the change of courts, scoring information is recorded differently than in a non-deciding set.
- A **LEFT** section which is:
 - Used to record scoring information about the team starting on the left court.
 - Not used after the court change.
- A **MIDDLE** section which is:
 - Used to record scoring information about the team starting on the right court and finishing on the Left court;
 - Used during the entire set.
- A **RIGHT** section which is:
 - Used before the court change**, to record certain information about the team starting on the **left** court.
 - Used after the court change**, to record all scoring information about the team now on the **right** court.

S19.3 PREPARING A DECIDING SET SCORE SHEET

Use blue/black ink.

- S19.3.1 Record **3**, **5** or **1** (for a single playoff set) in the **Set** box.
- S19.3.2 Record all heading information and all officials' names.

- S19.3.3 Record all sanction information from the previous score sheets (if any).
- S19.3.4 Record any pertinent information in the **REMARKS** section from the previous score sheets (if any).

S19.4 AFTER THE COIN TOSS

Use blue/black ink.

- S19.4.1 For the team starting on the left court:
- Record all information on both the **LEFT** and **RIGHT** sections.
- S19.4.2 For the team starting on the **right** court:
- Record all information on the **MIDDLE** section.
- S19.4.3 Record the following information:
- Team **A/B** designation from **Set 1** in the **A/B** circle.
 - For a one (1) set playoff the team starting on the **left** court will be designated Team **A**.
 - Team Name in the TEAM INFO section.
- S19.4.4 Record Serve and Serve Receive.
- For the team serving first:
 - Record an **X** through the (S).
 - For the team receiving first:
 - Record an **X** through the (R).
 - Record an **X** in box 1 of the **SERVICE ROUNDS** section for the player in **SERVICE ORDER I**.
- If the team receiving first is on the **left** court, Record the **X** in the **LEFT** section ONLY.

S19.5 RECORDING INFORMATION AFTER LINE-UP SUBMISSION

Use blue/black ink.

- S19.5.1 For the team starting on the left court:
- On the **LEFT** section, record:
 - The starting line-up;
 - The **CAPTAIN** information;
 - The **Libero#** information.
 - On the **RIGHT** section, record:
 - The starting line-up;
 - The **CAPTAIN** information.
- S19.5.2 For the team starting on the **right** court:
- On the **MIDDLE** section, record:
 - The starting line-up;
 - The **CAPTAIN** information;
 - The **Libero#** information.

EXAMPLE

No Rosters are available.

COBRAS receiving from **left** court. EAGLES serving from **right** court.

SET 3 LINE-UP SHEET						LIBERO N°	
TEAM COBRAS						11 X	
IV	III	II					
47	10c	8					
V	VI	I					
23	2	15					
SERVICE							
COACH SIGNATURE						Cobra Leader	

SET 3 LINE-UP SHEET						LIBERO N°	
TEAM EAGLES						16 20	
IV	III	II					
14	1	3					
V	VI	I					
5c	7	9					
SERVICE							
COACH SIGNATURE						Eagle Boss	

SET 3												CAPTAIN		Set 3			
COBRAS												11 X		A			
I	II	III	IV	V	VI	1	2	3	4	5	6	7	8	9	10	11	12
15	8	10	47	23	2	1	2	3	4	5	6	7	8	9	10	11	12
Points												Points at Chv (8)		Points			
Time Outs												Time Outs		Time Outs			
Substitutions 1 2 3 4 5 6 7 8 9 10 11 12												Substitutions 1 2 3 4 5 6 7 8 9 10 11 12		Substitutions 1 2 3 4 5 6 7 8 9 10 11 12			

S19.6 LEGAL SUBSTITUTES SECTION

Use blue/black ink.

- S19.6.1 Complete the Legal Substitutes section (S3.12) for team starting on left court on:
- The LEFT section;
 - he RIGHT section.;
- S19.6.2 Complete the Legal Substitutes (S3.12) section for team starting on right court on:
- The MIDDLE section.

S19.7 RECORD THE START TIME

Use blue/black ink.

S20 DECIDING SET PROCEDURES

S20.1 RECORD INFORMATION USING EITHER PENCIL OR BLUE/BLACK INK

S20.2 BEFORE THE COURT CHANGE

- S20.2.1 The set proceeds like any other set until the court change. S20.2.2 For the team on the **left** court:
- Record all actions on the **LEFT** section;
 - Record the following on both the **LEFT** and **RIGHT** sections:
 - All substitution information;
 - All **CAPTAIN** changes;
 - All **TIME OUTS**.

c. **DO NOT RECORD** the following information on the **LEFT** section:

- 1) Points in the **POINTS Column**;
- 2) Exit Scores in the **SERVICE ROUNDS**.

S20.2.3 For the team on the right court:

- a. Record all actions on the **MIDDLE** section;

S20.2.4 Notify the 2nd referee when either team's next point would cause the **COURT CHANGE**.

CAPTAIN X10 8 COBRAS													CAPTAIN X5 EAGLES													CAPTAIN X10 8 COBRAS																
09:00													16:20													A5																
I II III IV V VI													I II III IV V VI													Points Points at Chg A I II III IV V																
15 8 10 47 23 2													9 3 1 14 5 7													15 8 10 47 23																
1 1 1 1 1 1													1 1 1 1 1 1													1 1 1 1 1 1																
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S20.4.4 Record the anchor point on the RIGHT section.

- a. Do not record the checkmark (✓).

EXAMPLE

COBRAS serve point 8, change courts and serve point 9 and then lose the next rally.

Figure 1 displays three sample bridge hands, each with a 13-card distribution and a point count. The hands are labeled "Cobras", "Eagles", and "Cobras".

- Hand 1 (Cobras):** 10-9-0-0-8. Distribution: 15-8-10-47-23-2. Points: 13.
- Hand 2 (Eagles):** 5-16-20. Distribution: 9-3-1-14-5-7. Points: 13.
- Hand 3 (Cobras):** 10-8. Distribution: 15-8-10-47-23-2. Points: 13.

Each hand is shown with a 13-card distribution and a point count. The hands are labeled "Cobras", "Eagles", and "Cobras".

S20.5 AFTER THE COURT CHANGE

S20.5.1 The **LEFT** section is no longer used.

S20.5.2 Complete the set recording all information on the **MIDDLE** and **RIGHT** section.

S21 POST DECIDING SET PROCEDURES

S21.1 RECORD FINAL POINT SCORED BY WINNING TEAM

S21.2 FROM THIS POINT FORWARD RECORD ALL INFORMATION USING BLUE/BLACK INK

S21.3 RECORD THE END TIME AND FINAL EXIT SCORES

Use blue/black ink.

S21.4 POINTS COLUMN

Use blue/black ink.

S21.4.1 Using the **T-Bar** method:

- Cancel all unused points in the **MIDDLE** and **RIGHT Points** columns **ONLY**.
- DO NOT CANCEL** the unused points in the **LEFT Points** column.

S21.5 REVIEW THE SCORE SHEET

S21.6 SIGN THE SCORE SHEET

Use blue/black ink.

S21.7 FOLLOW ALL POST MATCH PROCEDURES

[illegible]

SPECIAL SCORING PROCEDURES

S22 SET SCORE EXCEEDS POINTS COLUMN

S22.1 WHEN THE SET SCORE EXCEEDS THIRTY-SIX (36) POINTS:

- S22.1.1 Use the blank column to write additional numbers manually;
- S22.1.2 Record points scored using these additional numbers;
- S22.1.3 Using the T-Bar method:
- Cancel any unused additional numbers;
 - Cancel the remainder of the column.

S23 REMOVING POINTS

S23.1 SOME FAULTS, WHEN NOT DISCOVERED IMMEDIATELY, REQUIRE THE REMOVAL OF POINTS

- S23.1.1 These faults include:
 - a. Wrong player on the court;
 - b. Illegal player on the court;
 - c. Rotational fault;
 - d. Illegal substitution;
 - e. Illegal Libero replacement.
- S23.1.2 If the positional fault is discovered before the opponent serves, all points scored subsequent to the fault must be cancelled
- S23.1.3 If the points scored while the player was out of position cannot be determined or the opponents have served, then a loss of rally is the only penalty charged. The opponents retain any points scored.
- S23.1.4 Points will be removed at the direction of the referees.
 - a. The scorer may provide assistance to the referees but must follow all directions of the referees.

- S23.1.5 Remove points in the **POINTS COLUMN** as **INCORRECT INFORMATION** (S1.2).

Points			
1	18	25	
10	22	34	
11	28	35	
12	24	36	

- S23.1.6 Record a remark in the **REMARKS** section.

REMARKS
ILLEGAL PLAYER ON CT, PTS 11-14 REMOVED, B, SET 2, 14-8

- S23.1.7 All penalty points removed must be restored.
- A remark specifying the number of penalty points restored must be made in the **REMARKS** section. (See Scoring Example)
- S23.1.8 When the team at fault is serving:
- Remove points in the **POINTS COLUMN**;
 - Opponents are awarded a point and service;
 - Record this slashed *rally point*.
 - Record the exit score that reflects the score after all points have been removed.
- S23.1.9 When the team at fault is receiving:
- No points will be removed.

EXAMPLE

TEAM B AT FAULT (SERVING)

- A wrong player entered when Team B had 15 points; Team B currently has 18 points.
- #4 is serving

Team B - Exit Scores before fault discovered

- Team B's score goes back to 15 (removal of points 16-18)
- Team A awarded point and service

TEAM B AT FAULT (RECEIVING)

- A wrong player entered when Team B had 10 points
- Fault is discovered during Team A's term of service
- No points are removed, and Team A continues to serve.

S24 PROTESTS

S24.1 WHEN A PROTEST IS ACCEPTED BY THE 1ST REFEREE:

- S24.1.1 When a Protest Committee makes an immediate ruling before play is resumed:

In the **REMARKS** section:

- Record that a protest has been accepted.
- Do not record** the protest facts.
- Record the decision (UPHELD/DENIED).
- Record any time delay caused by the protest as directed by the referees.

As a courtesy, scorer may track the time delay.

REMARKS
PROTEST, B, SET 2, 11-9, DENIED,
15 MIN DELAY

- S24.1.2 When a ruling is not immediate:

In the REMARKS section:

- Record that a protest has been accepted.
- Record the Protest facts as specified in USAV 5.1.2.

REMARKS
PROTEST, B, SET 2, 11-9,
PROTEST FACTS PER USAV 5.1.2.1

S25 FORFEITS

S25.1 A FORFEIT OF SETS OR MATCHES CAN OCCUR FOR REASONS SUCH AS:

- S25.1.1 Team declared in default for:
- Refusal to play;
 - Not appearing on playing court on time.
- S25.1.2 Team declared INCOMPLETE for the set or match.
- S25.1.3 Team does not have six players to begin a match.

S25.2 A TEAM DECLARED IN DEFAULT FORFEITS THE MATCH WITH:

- S25.2.1 The match result of:
- 0-3 for a best-of five match;
 - 0-2 for a best-of-three match-set.
 - The score for each set will be 0-25.
 - Any sets completed will revert to a score of 0-25.

S25.3 A TEAM DECLARED INCOMPLETE FOR THE SET OR MATCH FORFEITS THE SET OR MATCH WITH:

- S25.3.1 The incomplete team keeping all points scored and sets won;
- S25.3.2 The opponent given the points needed to win the set or the points and sets needed to win the set and match.

S25.4 A TEAM THAT DOES NOT HAVE SIX PLAYERS TO BEGIN THE MATCH:

- S25.4.1 Forfeits the first set at match time;
- S25.4.2 Is given an interval of up to 10 minutes to produce sufficient players to play the next set.
- S25.4.3 If after the 10-minute interval there are still not six (6) players ready to play:
 - a. The second set is forfeited.
- S25.4.4 If the match is a best-of-three:
 - a. The match is forfeited.
- S25.4.5 If the match is a best-of-five or automatic three (3) set match:
 - a. Another interval of up to 10 minutes is given;
 - b. If after the 10-minute interval there are still not six (6) players ready to play:
 - 1) The third set is forfeited;
 - 2) The match is forfeited.

S25.5 RECORDING A FORFEIT FOR AN UNPLAYED SET

Use blue/black ink.

- S25.5.1 If a set number is not pre-printed in the Set box:
 - a. Record the set number of each forfeited set:
- S25.5.2 If available complete:
 - a. Serving and receiving teams (**S3.3**);
 - b. Team Designation (**S3.1**);
 - c. Team Information (**S3.2**);
 - d. Libero Designation (**S3.7**);
 - e. Game Captains (**S3.9**);
 - f. Starting Line-ups (**S3.10**).
- S25.5.3 Record the **Start** and **End** Time of the forfeited set.
- S25.5.4 Write '- - - - **FORFEIT** - - - -' across the entire score sheet.

CAPTAIN												Set											
Team						Opponent						Team						Opponent					
I	II	III	IV	V	VI	I	II	III	IV	V	VI	I	II	III	IV	V	VI	I	II	III	IV	V	VI
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S25.6 MATCH DECLARED A FORFEIT BEFORE THE FIRST SERVE OF THE MATCH

Use blue/black ink.

- S25.6.1 Record all heading information (**S2.2**).
- S25.6.2 Record the officials' names (**S.2.3**).
- S25.6.3 Record the first set as a forfeit (**S25.5**).
- S25.6.4 In the **REMARKS** section:
- Record comments regarding the circumstances of the forfeit.

REMARKS
FORFEIT MATCH, EAGLES, INSUFFICIENT PLAYERS

- S25.6.5 Record the **SET RESULTS**:
- WINNING TEAM;
 - Set score of 0-25;
 - For a 2-up sheet:
 - Record both **SET 1** and **SET 2 RESULTS**.

S25.6.6 FOLLOW ALL POST MATCH PROCEDURES (S18).

S25.7 FORFEIT DUE TO INSUFFICIENT PLAYERS TO START THE MATCH

Use blue/black ink.

- S25.7.1 Record all heading information (**S2.2**).
- S25.7.2 Record the officials' names (**S.2.3**).
- S25.7.3 Record the first set as a forfeit (**S25.5**).
- S25.7.4 Record a remark in the **REMARKS** section.
- S25.7.5 Record the **SET RESULTS** (**S17.5**).
- S25.7.6 After expiration of the 10-minute interval:
- Record remarks in the **REMARKS** section:
 - Indicating the next set is forfeited;
 - Record the **SET RESULTS** (**S17.5**).
- S25.7.7 For a best-of-five or automatic three (3) set match repeat S25.7.6 one more time.
- S25.7.8 When the match is forfeited:
- Record a remark in the **REMARKS** section.
 - Follow all **POST MATCH PROCEDURES** (**S18**).

REMARKS
FORFEIT SET 1, EAGLES, 09:00, INSUFFICIENT PLAYERS FORFEIT SET 2 AND MATCH, EAGLES, 09:10, INSUFFICIENT PLAYERS

S25.8 FORFEIT AFTER SET BEGINS DUE TO INCOMPLETE TEAM

- S25.8.1 Opponent is awarded sufficient points to produce a winning score.
- Record these points in the **POINTS COLUMN** as **PENALTY POINTS (S1.6)**.
 - Slash and circle each point.
- S25.8.2 Record a remark in the **REMARKS** section.

REMARKS
FORFEIT INCOMPLETE TEAM, B, SET 1 18-22

- S25.8.3 Follow all **POST SET PROCEDURES (S17)**.
- S25.8.4 Record the remaining forfeited sets (**S25.5**).
- S25.8.5 If the match is forfeited:
- Follow all **POST MATCH PROCEDURES (S18)**.

S25.9 FORFEIT AFTER MATCH BEGINS DUE TO TEAM BEING DECLARED IN DEFAULT

A team could be declared in default for refusing to play when directed by the referees. While this is rare, the scorer needs to be prepared to record this forfeit.

- S25.9.1 A team in default forfeits all sets, even those already played or in progress.
- The set score will be 0-25 for all sets.
 - The match score will be:
 - 0-2 for a best-of-three match;
 - 0-3 for a best-of-five match.
- S25.9.2 For all sets played or the set in-progress:
- Use blue/black ink.**
- Write '----- **FORFEIT** -----' across the entire score sheet.
 - Correct the SET RESULTS box to reflect the opponent winning the set with a score of 0-25.
- S25.9.3 Record any remaining forfeited sets (S25.5).
- S25.9.4 Record a remark in the REMARKS section.
- S25.9.5 Follow all POST MATCH PROCEDURES (S18).

REMARKS
MATCH FORFEIT, TEAM IN DEFAULT, REFUSAL TO PLAY, B, SET 1, 18-22

N1 PROCEDURES

N1.1 INFORMATION

N1.1.1 Record all information **using blue/black ink**.

N1.2 ROSTERS

N1.2.1 Obtain a clean, unmarked (excluding verification initials) roster from each team.

N1.2.2 No marks should be written on the roster.

- a. A separate notepad/paper is used to assist the roster verification process.
 - 1) Copy roster numbers onto the notepad and make any marks there.

N1.2.3 Roster verification

- a. With the assistance of the referees:
 - 1) Verify player uniform numbers are correct and accurate.
 - 2) Verify gender and number of bench personnel.

N1.2.4 Photo ID Verification

- a. At the request of Championship, check each team member's photo ID against the roster.

N1.2.5 Initial the roster, as verified, in the lower right- hand corner.

N1.3 LINE-UP SHEETS

N1.3.1 Process using procedures **S3.6-S3.12**.

N1.4 LEGAL SUBSTITUTES SECTION

N1.4.1 [Required] Record using **S3.12**;

- a. Use line-up sheet and notepad from N1.2.2.a to assist recording.

N1.4.2 The Liberos are not **Legal Substitutes**. N1.4.3 Manage **Legal Substitutes** using **S9.6.3**.

DIAGRAM 3



Libero Control Sheet

USA Volleyball. Libero

(A) SP

L	R
---	---

TEAM NAME

I	
II	
III	
IV	
V	
VI	

PLAYER

(B) SP

L	R
---	---

TEAM NAME

I	
II	
III	
IV	
V	
VI	

PLAYER

Libero

(A) SP

L	R
---	---

I	
II	
III	
IV	
V	
VI	

Libero

(B) SP

L	R
---	---

I	
II	
III	
IV	
V	
VI	

A or B

○ SP

L	R
---	---

I		I		I	
II		II		II	
III		III		III	
IV		IV		IV	
V		V		V	
VI		VI		VI	

LEFT

MIDDLE

RIGHT

Enter the Libero number(s) in the Libero boxes and starting players' numbers in the SP column.
 When the Libero enters, write L or R, showing which Libero entered, next to the exiting player's number.
 When the Libero leaves, write the returning player's number or L or R if replaced by the other Libero.
 If a regular sub occurs, slash the player number and enter the new number.
 If a serves, place a triangle around the Roman numeral for that service position.

IV 6 L 6 L 6 21 L R 21 6

A1 TERMINOLOGY

A1.1 ACTING LIBERO

The Libero on the court.

A1.2 SECOND LIBERO

The Libero (if two (2) are designated) that is not on the court.

A1.3 THE L LIBERO

The Libero recorded on the line-up sheet in the first Libero box.

A1.4 THE R LIBERO

The second Libero, if recorded on the line-up sheet, in the second Libero box.

A1.5 RALLY

A sequence of playing actions from the moment of the service hit by the server until the ball is out of play.

A1.6 COMPLETED RALLY

The sequence of playing actions which results in the award of a point. This includes the award of a penalty and loss of service for service hit made after the time limit.

A1.7 LIBERO REPLACEMENT

- A1.7.1 When the Libero replaces a regular player in the back row.
- A1.7.2 When the Acting Libero is replaced on the court by the:
 - a. The regular replacement player in that position;
 - b. The second Libero.

A2 LIBERO REPLACEMENTS

A2.1 CHARACTERISTICS

- A2.1.1 Libero replacements:
 - a. Are not counted as substitutions.
 - b. Are unlimited.
 - c. Can take place:
 - 1) At the start of each set;
 - 2) While the ball is out of play and before the whistle for service.

A2.2 LIMITATIONS

- A2.2.1 At the start of each set, the Libero may not enter the court until authorized by the 2nd referee.
 - a. Either Libero, **L** or **R**, may enter the set.
- A2.2.2 The regular replacement player must be the regular player

originally replaced by the Libero.

- A2.2.3 There must be a completed rally between two Libero replacements **unless**:
- A penalty causes the team to rotate and the Libero moves to position four (left front).
 - The Acting Libero becomes unable to play;
 - In one rotation, the Libero can replace the player in position one (right back) and serve the next rally.

A2.3 ILLEGAL REPLACEMENTS

- A2.3.1 An illegal Libero replacement can involve (amongst others):
- No completed rally between replacements;
 - The Libero being replaced by a player other than:
 - The second Libero;
 - The regular replacement player (the regular player originally replaced by the Libero).
- A2.3.2 Illegal Libero replacements are considered in the same way as an illegal substitution.
- If noticed before the next rally:
 - It is corrected by the referees;
 - The team is sanctioned for delay.
 - Is noticed after the service hit:
 - Treated the same as an illegal substitution.

A3 LIBERO RE-DESIGNATIONS

A3.1 TEAMS WITH ONE LIBERO

- A3.1.1 If this Libero becomes unable to play:
- The coach or captain may re-designate, as Libero, any other player (replacement player excepted) not on the court at the moment of the re-designation.

A4 ASSISTANT SCORER DUTIES

A4.1 USE THE LIBERO CONTROL SHEET TO:

- A4.1.1 Identify each team's designated Liberos;
- A4.1.2 Verify that Libero replacements are legal;
- A4.1.3 Record Libero replacements;
- A4.1.4 Record substitutions;
- A4.1.5 Verify that the correct players return to court after time outs and after the court change in deciding sets;
- A4.1.6 Identify which Libero (L or R) is the Acting Libero.

A4.2 COMMUNICATE WITH SCORER AND 2ND REFEREE

- A4.2.1 Immediately notify 2nd referee if an illegal Libero replacement occurs.
- If possible, as soon as it occurs to prevent further consequences;.
 - As soon as the replacement is discovered to be illegal.
- A4.2.2 After time outs and the court change in deciding sets:
- Signal the 2nd referee whether each team's Libero is on or off the court.
 - Using the hand corresponding to the court (**left** hand for the left court, **right** hand for the right court):
 - If the Libero is **on the court**, hold the hand over the table with the palm facing down;
 - If the Libero is **off the court**, hold the hand up with the palm facing the shoulder.
- A4.2.3 When requested by the 2nd referee:
- Identify which Libero (**L** or **R**) is on the court for a team that has two (2) designated Liberos.

A4.3 GAME CAPTAIN TRACKING

- A4.3.1 It is not required to track the game captain or changes of the game captain.

A5 USING THE LIBERO CONTROL SHEET

A5.1 TEAM NAMES AND LINE-UPS

- A5.1.1 Record the team names next to the appropriate **A** and **B** designations for **Sets 1** and **2** (consistent with the score sheet).
- A5.1.2 Record the starting line-up for each team in the Starting Players column (**SP**).

		Libero		COBRAS
(A)	SP	L	R	
I	15			
II	8			
III	10			
IV	47			
V	23			
VI	2			

A5.2 LIBEROS

- A5.2.1 When a team designates two Liberos on the **Set 1 Line-up** Sheet they are designated for the match.
- Record the two numbers in the **L & R Libero** boxes **for all non-deciding sets**.

		Libero	
Set 1		L	R
(A)	SP	11	3
Set 2			

		Libero	
		L	R
(A)	SP	11	3

- A5.2.2 When a team designates one Libero on the **Set 1 Line-up Sheet**:
- The team may designate zero or one Libero for each remaining set of the match;
 - Record the number in the L box for **Set 1 only**.
 - Draw an 'X' in the R box **for all non-deciding sets**.
 - Before each set, record the Libero number (from the **Line-up Sheet**) or an 'X' (if zero Libero is designated) in L box **for this set only**.

Set 1

		Libero	
(B)	SP	L 7	R X

Set 2

		Libero	
(B)		L	R X

- A5.2.3 When a team designates zero Libero on the Set 1 Line-up Sheet:
- The team may designate zero or one Libero for each remaining set of the match;
 - Draw an 'X' in the L box for Set 1 only.
 - Draw an 'X' in the R box for all non-deciding sets.
 - Before each set, record the Libero number (from the Line-up Sheet) or an 'X' (if zero Libero is designated) in L box for this set only.

Set 1

		Libero	
(A)	SP	L X	R X

Set 2

		Libero	
(A)	SP	L	R X

A5.3 RECORDING LIBERO REPLACEMENTS

- A5.3.1 **Slashes are never used to record Libero replacements.**
- A5.3.2 Write an L or R next to the replaced regular player number or Acting Libero letter to designate which Libero entered the court as a replacement.
- A5.3.3 When the replacement regular player returns to the court:
- Write the player number next to the **L** or **R**.

		Libero	
(A)	SP	L 11	R 3
I	15	L 15	
II	8		
III	6		
IV	47	L R 47	
V	23		
VI	2		

A5.4 RECORDING SUBSTITUTIONS

- A5.4.1 Slash through the exiting player number.
- A5.4.2 Record the substitute player number immediately to the right.

		Libero	
(A)	SP	11	3
I	15	L	15
II	8		
III	6		
IV	47	L	R 47
V	23		23
VI	2		

A5.5 LIBERO SERVING

- A5.5.1 Record the first time a Libero serves in each set.
- Draw a triangle around the position number (the Roman numeral) in the Service Order area of the **Libero Control Sheet**.

		Libero	
(B)	SP	9	X
I	2		
II	8	L	
III	10		

A5.6 LIBERO RE-DESIGNATION

- A5.6.1 When the Libero is re-designated;
- Circle the appropriate number in the **Libero** box:
 - Record the number of the new re-designated Libero next to or above the circled number(s).
- A5.6.2 When two Liberos were designated at the start of the match:
- Repeat these actions for the remaining non-deciding sets in the match.

		10 Libero	
(B)	SP	9	4
I	2		
II	8		
III	18		6
IV	32		
V	23	L	23
VI	14		7

A5.7 DECIDING SET PREPARATION

- A5.7.1 Information
- For the team starting on the **left** court:
 - Record all information on both the **LEFT** and **RIGHT** sections.
 - For the team starting on the **right** court:
 - Record all information on the **MIDDLE** section.

A5.7.2 After the Coin Toss:

- Record the team **A/B** designation from set 1 in the **A/B** circle:
 - For a one (1) set playoff,
 - The team starting on the **left** court will be designated Team **A**;
 - The team starting on the **right** court will be designated Team **B**;
- Record the Team Name.

A5.7.3 After the Line-Ups Are Submitted:

- Record the starting Line-Ups;
- Record the Libero numbers.

AorB (A) SP		Libero 2 X	COBRAS	AorB (B) SP		Libero 16 20	EAGLES	AorB (A) SP		COBRAS
I	18			I	3			I	18	
II	47			II	1			II	47	
III	6			III	14			III	6	
IV	23			IV	5			IV	23	
V	11			V	7			V	11	
VI	15			VI	9			VI	15	

A5.8 DECIDING SET – LIBERO SERVING

A5.8.1 The first time the Libero serves in the set:

- Record a triangle around the appropriate position number in the Service Order area.

A5.8.2 Libero serving on team starting on **left** court:

- If the first serve occurs before the court change: 1) Record the triangle on both the **LEFT** and **RIGHT** sections.
- If the first serve occurs after the court change:
 - Record the triangle on the **RIGHT** section only.

AorB (A) SP		Libero 3 22	SILVER	AorB (B) SP		Libero 9 X	BLUE	AorB (A) SP		SILVER
I	5			I	2			I	5	
II	17 L			II	8			II	17	
III	1			III	10			III	1	
IV	9			IV	12			IV	9	
V	4			V	4			V	4	
VI	2			VI	1			VI	2	

A5.9 DECIDING SETS – SUBSTITUTIONS

A5.9.1 For the team beginning on the **right** court and finishing on the **left** court:

- Record all substitutions on the **MIDDLE** section only.

A5.9.2 For the team beginning on the **left** court and finishing on the **right** court:

- Before the court change:**
 - Record all substitutions, **as they occur**, on the **LEFT** section;
 - Record all substitutions, **as they occur**, on the **RIGHT** section.
- After the court change:**
 - Record all substitutions on the **RIGHT** section **only**.

A5.10 DECIDING SET – LIBERO REPLACEMENTS

- A5.10.1 For the team beginning on the right court and finishing on the left court:
- Record all replacements on the MIDDLE section.
- A5.10.2 For the team beginning on the left court and finishing on the right court:
- Before the court change:
 - Record all replacements on the LEFT section;
 - After the court change:
 - Record all replacements on the RIGHT section only.

SUBSTITUTIONS AND REPLACEMENTS BEFORE COURT CHANGE

AorB			Libero			AorB			Libero			AorB		
B			L	R		A			L	R		B		
SP			16	20	EAGLES	SP			5	X	COBRAS	SP		
I	3					I	18	L				I	3	
II	X	22	RL			II	47	8				II	X	22
III	14	4				III	6					III	14	4
IV	5					IV	12					IV	5	
V	7	L	7			V	4					V	7	
VI	9					VI	1					VI	9	

A5.11 AT COURT CHANGE

- A5.11.1 No Libero replacements can occur until after the court change.
- A5.11.2 If the Libero is on the court for the team changing courts (from **left** to **right** court):
- Record the letter of the Acting Libero from the **LEFT** section onto the **RIGHT** section, in the corresponding position.

A5.12 AFTER COURT CHANGE

- A5.12.1 The **LEFT** section is no longer used. A5.12.2 For the team now on the left court:
- Record all substitutions and replacements on the **MIDDLE** section only.

AorB			Libero			AorB			Libero			AorB		
B			L	R		A			L	R		B		
SP			16	20	EAGLES	SP			5	X	COBRAS	SP		
I	3					I	18	L				I	3	
II	X	22	RL			II	47	8				II	X	22
III	14	4				III	6					III	14	4
IV	5					IV	12					IV	5	
V	7	L	7			V	4					V	7	
VI	9					VI	1					VI	9	

A5.12.3 For the team now on the **right** court:

- Record all substitutions and replacements on the **RIGHT** section **only**.

AorB			Libero			AorB			Libero			AorB		
B			SP	L	R	A			SP	L	R	B		
				16	20					5	X			
			EAGLES			COBRAS			EAGLES					
I	3					I	18	L18				I	3	
II	1	22 RL				II	4	8				II	1	22 L22
III	14	4				III	6					III	14	4
IV	5					IV	12					IV	5	8
V	7	L7				V	4					V	7	R
VI	9					VI	1	L				VI	9	


ACTIONS AFTER COURT CHANGE

A5.13 POST MATCH PROCEDURES

A5.13.1 Before leaving the Scorer Table:


- Remove all personal items;
- Discard all trash.

DIAGRAM 4 TWO SET SCORE SHEET

 <p>USA Volleyball OFFICIAL SCORESHEET</p>		<p>Name of the Competition</p> <p>City, State</p> <p>Hall</p> <p>Division <input type="checkbox"/> Men <input type="checkbox"/> Women <input type="checkbox"/> CoEd <input type="checkbox"/></p> <p>Category <input type="checkbox"/> Adult <input type="checkbox"/> Junior <input type="checkbox"/></p>		<p>Post Phase</p> <p>Match N°</p> <p>Level</p>		<p>8:00a - 08:00</p> <p>1:00p - 12:00</p> <p>Court</p> <p>Time</p>	
<p>VS</p>		<p>TEAM MATCH WINNER SPTS W L</p>		<p>SET 1 RESULTS</p>		<p>Score</p>	
<p>Winning</p>		<p>TEAM SET 1 RESULTS</p>		<p>Score</p>		<p>Winning</p>	
<p>Loosing</p>		<p>TEAM SET 2 RESULTS</p>		<p>Score</p>		<p>Winning</p>	
<p>Loosing</p>		<p>SIGNATURES</p>		<p>Scorer</p>		<p>1st Referee</p>	
<p>OFFICIALS PRINTED NAMES</p>		<p>1st</p>		<p>2nd</p>		<p>Scorer</p>	
<p>Work Team</p>		<p>Region</p>		<p>D-Delay A-Assist Coach IMPROPER REQUEST</p> <p>#-Player T-Trainer TEAM(A) : TEAM(B)</p> <p>C-Coach M-Manager</p>		<p>W P E D</p> <p>WarmPenaltyEspeal Disq (A) SET SCORE</p>	
<p>REMARKS</p>		<p>REMARKS</p>		<p>REMARKS</p>		<p>REMARKS</p>	

Set 1	CAPTAIN		Team	Liberal	Points (A)	Points (B)	Points	Time Outs	Substitutions	Set 2	CAPTAIN		Team	Liberal	Points (A)	Points (B)	Points	Time Outs	Substitutions						
	Start	End									Start	End													
I	1	2	3	4	5	6	7	8	9	10	11	12	I	1	2	3	4	5	6	7	8	9	10	11	12
II	1	2	3	4	5	6	7	8	9	10	11	12	II	1	2	3	4	5	6	7	8	9	10	11	12
III	1	2	3	4	5	6	7	8	9	10	11	12	III	1	2	3	4	5	6	7	8	9	10	11	12
IV	1	2	3	4	5	6	7	8	9	10	11	12	IV	1	2	3	4	5	6	7	8	9	10	11	12
V	1	2	3	4	5	6	7	8	9	10	11	12	V	1	2	3	4	5	6	7	8	9	10	11	12
VI	1	2	3	4	5	6	7	8	9	10	11	12	VI	1	2	3	4	5	6	7	8	9	10	11	12
Score at Substitution	1	2	3	4	5	6	7	8	9	10	11	12	Score at Substitution	1	2	3	4	5	6	7	8	9	10	11	12
Service Rounds	1	2	3	4	5	6	7	8	9	10	11	12	Service Rounds	1	2	3	4	5	6	7	8	9	10	11	12

DIAGRAM 5 ONE-SET SCORE SHEET

 OFFICIAL SCORESHEET										Name of the Competition City, State		Date 8:00a - 08:00 1:00p - 13:00 2:00p - 14:00 3:00p - 15:00	
Division Men <input type="checkbox"/> Women <input type="checkbox"/> Cadet <input type="checkbox"/>										Pool Phase Match N°		Date 8:00a - 08:00 1:00p - 13:00 2:00p - 14:00 3:00p - 15:00	
Category Adult <input type="checkbox"/> Junior <input type="checkbox"/>										Level		Date 8:00a - 08:00 1:00p - 13:00 2:00p - 14:00 3:00p - 15:00	
REMARKS										TEAM MATCH WINNER SWS W L		Score	
TEAM										SET RESULTS		Score	
Winning										Winning		Score	
Loosing										Loosing		Score	
Score										Score		Score	
1st Referee										1st Referee		1st Referee	
Officials Printed Names										Officials Printed Names		Officials Printed Names	
1st										1st		1st	
2nd										2nd		2nd	
Score										Score		Score	
Work Team										Work Team		Work Team	
Region										Region		Region	

CAPTAIN										CAPTAIN									
Start										End									
Team										Team									
Order										Order									
I										I									
II										II									
III										III									
IV										IV									
V										V									
VI										VI									
Points										Points									
1 13 25										1 13 25									
2 14 26										2 14 26									
3 15 27										3 15 27									
4 16 28										4 16 28									
5 17 29										5 17 29									
6 18 30										6 18 30									
7 19 31										7 19 31									
8 20 32										8 20 32									
9 21 33										9 21 33									
10 22 34										10 22 34									
11 23 35										11 23 35									
12 24 36										12 24 36									
Time Outs										Time Outs									
1 4										1 4									
2 5										2 5									
3 6										3 6									
4 5										4 5									
5 6										5 6									
6 3										6 3									
7 6										7 6									
8 3										8 3									
9 6										9 6									
10 3										10 3									
11 6										11 6									
12 3										12 3									
Substitutions										Substitutions									
1 2 3 4 5 6 7 8 9 10 11 12										1 2 3 4 5 6 7 8 9 10 11 12									



Libero Control Sheet

(A) SP

Libero	
L	R

I		
II		
III		
IV		
V		
VI		

(B) SP

Libero	
L	R

I		
II		
III		
IV		
V		
VI		

(A) SP

Libero	
L	R

I		
II		
III		
IV		
V		
VI		

(B) SP

Libero	
L	R

I		
II		
III		
IV		
V		
VI		

AorB

Libero	
L	R

I		
II		
III		
IV		
V		
VI		

○

 SP

Libero	
L	R

I		
II		
III		
IV		
V		
VI		

○

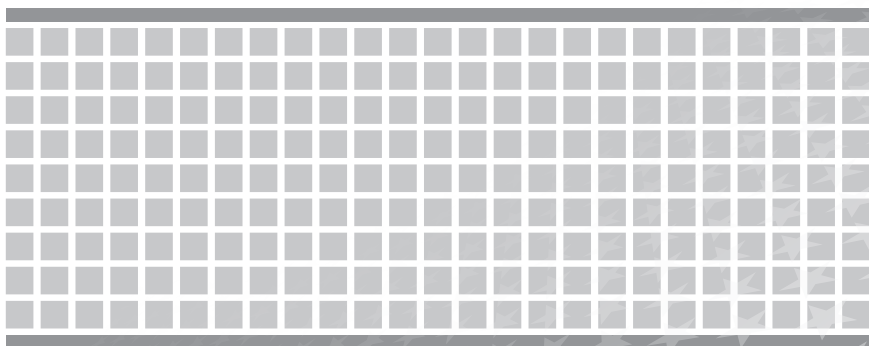
 SP

I		
II		
III		
IV		
V		
VI		

Enter the Libero number(s) in the Libero boxes and starting players' numbers in the SP column.
 When the Libero enters, write L or R, showing which Libero entered, next to the exiting player's number.
 When the Libero leaves, write the returning player's number or L or R if replaced by the other Libero.
 If a regular sub occurs, slash the player number and enter the new number.
 If a libero serves, place a triangle around the Roman numeral for that service position.

IV	6	L	6	L	21	L	R	21
----	---	---	---	---	----	---	---	----

BASIC PROCEDURES
FOR CONDUCTING USAV
COMPETITIONS



GUIDELINES FOR CONDUCTING INDOOR TOURNAMENTS/LEAGUES

To assure maximum efficiency and consistency throughout USA Volleyball in the conduct of sanctioned competition, as well as fair and equitable treatment of teams and players, principles and guidelines have been established by USA Volleyball. These should be considered as the national minimum standard and should be an integral part of the sanction agreement with USA Volleyball and/or the Regional Volleyball Association.

It is recognized that not all organizations and facilities have the minimum resources available to meet these minimum standards continually. In these cases, reasonable alternatives should be provided.

The rules offer many options to allow for a wide range of use. It is the responsibility of the Tournament or League Director to specify in writing which options or modifications to the rules will be enforced. Players must be notified of all Tournament/League Regulations prior to the start of play and preferably before the acceptance of any entries.

Guidelines for specific nationally sanctioned tournaments can be found on the web site at www.usavolleyball.org.

A. GENERAL INFORMATION

1. All tournament regulations must be within the guidelines of the governing organization.
2. Common sense may dictate that adaptations to the rules may enhance the playing experience in certain situations.
3. All adaptations to the rules and tournament guidelines must be for the improvement of the game for the participants involved. Principles of fairness and increased participation should guide decisions to adapt playing rules.
4. When in doubt, contact the volleyball authority within your organization.

B. APPLICATION/PREPARATION

1. Tournament Directors should apply for and receive sanction from their respective state, regional or national authority. Requests for any waivers to the rules should be submitted to the appropriate authority at this time or as soon as the need has been determined.
2. Obtain the correct forms and equipment to have available at the site such as:
 - a. Appropriate equipment (nets, standards, antennae, volleyball, etc.) to conduct competition consistent with the rules.
 - b. A copy of the current USAV Volleyball rules book and any specific tournament/league guidelines.
 - c. USA Volleyball score sheets, line-up sheets and Libero control sheets. These may be printed from the website.
3. For large, multi-court tournaments, the following is recommended:

- a. A non-playing tournament director/manager with the sole responsibility of keeping the tournament on schedule and properly recorded; OR
 - b. A court manager for every 1-4 courts, all of whom are collectively charged with the above responsibilities; AND
 - c. A non-playing certified referee in charge who shall be designated to handle all referee assignments.
 - d. The duties of the Head Referee may include identifying a protest committee and working with the tournament director to identify ground rules. He/she may also be charged with setting a referee schedule when certified match officials are used.
4. For smaller tournaments and leagues, some of these duties may be combined.
 - a. A one-court facility may require only one person to act as the site director and the head referee.
 - b. A two- to four-court facility with a paid referee on each court might require only one tournament/league director, who may also act as head referee.

C. FEES/AWARDS

1. Each tournament situation is unique. The entry fee should be commensurate with expenses incurred. Some considerations should be:
 - a. paid officials,
 - b. cost of facilities, equipment and administrative supplies/costs,
 - c. awards,
 - d. sale of food items, merchandise, etc., to help defray expenses,
 - e. contribution to USA Volleyball Foundation, Endowment Fund or other charity,
 - f. payment of expenses to team(s).
2. Selection of awards is generally dependent upon the number of teams entered, the age of the participants and the financial resources available. Awards may include:
 - a. team trophies or plaques,
 - b. individual awards such as medals, plaques, t-shirts or other merchandise,
 - c. money back in the form of expenses or future tournament entry fees.

D. TYPES OF TOURNAMENTS

1. Double Elimination: Because of the obviously limited play potential for the weaker teams, this type of tournament is discouraged.
2. Round Robin: This is more universally accepted because all teams are guaranteed a reasonable number of sets/matches. It also is more practical for the assignment of support officials. A multi-court round robin in the same division/class will require a championship playoff. A single-court round robin does not require a playoff. Such an arrangement is discouraged.
3. Many large national-level and festival-type tournaments have more than one round of pool play (round robin) culminating in a single- or double-elimination round.

E. SCHEDULING PARAMETERS

1. Scheduling matches for a tournament must be realistic. These time allowances provide for a six-minute warm-up between matches and three minutes between sets. Usually, only the results of full matches (two out of three or three out of five 25 rally point sets with the deciding set to 15 rally points) are acceptable for seeding purposes for national- level events. Playing formats may be adjusted to fit the needs of the tournament. For example, if a team drops out at the last moment, three sets to 25 points might be played to ensure that a minimum number of sets are played by the remaining teams.

Two 25 rally point sets50 minutes

Two 21 rally point sets.....45 minutes

2/3 25 rally point sets per 1 hr. 5 min. match (15-pt. third set)

One 15 rally point set20 minutes

One 25 rally point set26 minutes

3/5 25 rally point set..... 1 hr. 45 min. per match (15-pt. fifth set)

2. At least five additional minutes of warm-up shall be allotted for the first match for each team except in those facilities that provide an adequate warm-up area not in conflict with the playing areas.
3. Teams should play at the announced time when their match is sequentially ready to be played, regardless of the time schedule. The time schedule is only a guideline.

EXCEPTION: The first match of the day for each team should be governed by the announced/scheduled starting time only. Some large tournaments (national level) may have their own written guidelines for their tournament schedules. For example, it is standard at large junior tournaments for pool play matches to start at the scheduled time with the provision that a match may start no more than 10 minutes early, provided both playing teams and the referees agree.

4. The tournament schedule and forfeit procedures should be clearly posted and all teams informed.
5. Samples of various round robin schedules (officiating team in parentheses): Pool play sequences, listed below, are allowable for use with all respective pools in an NQ, unless another sequence is approved by the Events Department.

F. METHOD OF PLAY

Round	Four-Team Pools	Three-Team Pools	Five-Team Pools on 2 courts *
Match 1	1 vs. 3 (ref 2)	1 vs. 3 (ref 2)	1 vs. 5 and 2 vs. 4 (ref 3)
Match 2	2 vs. 4 (ref 1)	2 vs. 3 (ref 1)	1 vs. 4 and 2 vs. 3 (ref 5)
Match 3	1 vs. 4 (ref 3)	1 vs. 2 (ref 3)	½ Hour Break
Match 4	2 vs. 3 (ref 1)		1 vs. 3 and 4 vs. 5 (ref 2)
Match 5	3 vs. 4 (ref 2)		2 vs. 5 and 3 vs. 4 (ref 1)
Match 6	1 vs. 2 (ref 4)		½ Hour Break
			1 vs. 2 and 3 vs. 5 (ref 4)

Round	Four-Team Pools court 1 *	Four-Team Pools court 2 *
Match 1	A 1 vs. 3 (ref B3)	A 2 vs. 4 (ref B2)
Match 2	B 1 vs. 3 (ref A3)	B 2 vs. 4 (ref A4)
Match 3	A 2 vs. 3 (ref B3)	A 1 vs. 4 (ref B4)
Match 4	B 2 vs. 3 (ref A2)	B 1 vs. 4 (ref A4)
Match 5	A 1 vs. 2 (ref B4)	A 3 vs. 4 (ref B1)
Match 6	B 3 vs. 4 (ref A1)	B 1 vs. 2 (ref A3)

JNC FORMAT

Round	Four-Team Pools	Three-Team Pools	Five-Team Pools on 2 Courts
Match 1	1 v 3 (ref 2)	1 v 3 (ref 2)	1 v 5 and 2 v 4 (ref 3)
Match 2	2 v 4 (ref 1)	2 v 3 (ref 1)	1 v 4 and 2 v 3 (ref 5)
Match 3	1 v 4 (ref 3)	1 v 2 (ref 3)	1/2 Hour Break
Match 4	2 v 3 (ref 1)		1 v 3 and 4 v 5 (ref 2)
Match 5	3 v 4 (ref 2)		2 v 5 and 3 v 4 (ref 1)
Match 6	1 v 2 (ref 4)		1/2 Hour Break
Match 7			1 v 2 and 3 v 5 (ref 4)

(ONE-DAY TOURNAMENTS)

- When round robin competition is scheduled, a maximum of five teams only should be accepted per available court.
- When round robin play qualifies teams for a championship playoff, no more than 50 percent of the teams entered should advance to the championship playoff bracket.
- The championship bracket is recommended not to exceed eight teams.
- When two four-team brackets are scheduled, a championship and consolation pool may be formed from a first-round robin competition. Subsequent competition utilizing the top two and bottom two teams will determine first, second, third from the championship pool and fourth place by winning the consolation pool.
- In round robin play the following will prevail:
 - If five teams are entered and a championship play-off is scheduled, matches may consist of either two 21 rally point sets or two 25 rally point sets. Time might not allow the use of either the best of three or three-set matches.
 - If five teams are entered and a championship play-off is not scheduled, matches may consist of either two 21 rally point sets or two 25 rally point sets. Time may not allow the use of the best of three or three-set matches.
 - If four teams are entered, matches may consist of any format, as long as it meets a reasonable time frame and is fair to all team entries

proportionate to their entry fee and travel time. Some options include four-team pool play three sets to 25 rally points or best two-out-of-three 25 rally point sets (15 rally point third set).

- d. Where there is only one pool, and a total round robin is scheduled, additional matches are not recommended. If a championship playoff is scheduled, the following criteria should be met:
 - 1) Projected time schedule will permit such additional scheduling.
 - 2) Playoffs should be restricted to the first- and second-place teams only.
 - 3) The second-place team should win at least 75 percent of its sets in round robin competition.
6. Finals should be scheduled to begin no later than 9 p.m. and earlier if possible.

G. WARM-UP PROCEDURES ADULT COMPETITION:

1. Usually, because of limited time, the teams preparing to play the next match must be ready to take the court immediately at the end of the previous match. Warm-up time for the teams vary from 5 to 10 minutes, depending on the tournament guidelines.
2. After the coin toss, one of the following warm-up procedures is specified:
 - a. The warm-up time is split evenly in two, with the serving team taking the court for the first half and the receiving team taking the court for the second half. The teams may use the entire court in whatever manner they choose during their time, including serving practice.
 - b. Shared hitting - both teams using the court to practice hitting at the net. The court should be split down the middle, perpendicular to the net so that the teams are hitting from their left side and down the line. Each team may practice blocking its own players. For the safety of the players, the referees should monitor that teams are not hitting into each other. If the teams are unable or unwilling to control their hitting, the referee would have the teams revert to option a or c.
 - c. A variation of "a" and "b" is to allow both teams to serve together for the last minute or two of the warm-up period. For example, if the total warm-up time is five minutes, the teams would share the court for four minutes and serve together for one minute (option a) or each would use the court for two minutes separately and then serve together for one minute (option b).

Junior Competition:

For National Junior Volleyball events, the 2-4-4 format is typically used. The first two minutes are for ball handling on a team's own side of the court, followed by four minutes of the entire court use by the serving team and then 4 minutes for the receiving team. When one team has use of the full court, the opponent must be at their team bench or may offer to retrieve practice balls to assist the team on the court. Serving is conducted during each team's four minutes. Shared hitting/serving is prohibited at Junior events.

H. GENERAL GUIDELINES FOR THE DETERMINATION OF PLAYOFF POSITION(S) IF TIED -- METHOD ONE

1. Teams qualifying for the playoffs, but tied for position only, should not compete in a playoff set to determine position; rather, position assignment should be determined by the priority system listed below based on point differential to the extent possible.
 - a. Results of the match(es) between the tied teams, first on the won- lost record, and second on the point spread. If still tied, then;
 - b. comparison of the point differential based on the total round robin competition. Point differential should be determined by subtracting the total points lost from the total points won. The highest plus or the lowest minus remainder should be considered the superior team for tie-breaking purposes. If still tied, then;
 - c. coin toss.
2. If there are more teams tied for the playoffs than there are positions, the tied teams must compete for the position(s) in further direct competition. Teams should NOT be eliminated from assignment to championship competition by point differential or any other non-competition system.
3. If two or more teams are tied for a single playoff position, the minimum number of one additional 25 rally point set should be played. Teams should change sides at 13 points. No cap shall be in effect. Where tournament guidelines stipulate, 15-point sets may be used. For example:
 - a. Two teams tie for last position: One 25 rally point set.
 - b. Three teams tie for last position: Superior as determined by the criteria in H1 shall be the bye team and play the winner of the match between the two remaining teams. Two 25 rally point sets total.
 - c. Four teams tie for last position: As determined by the criteria in H1, team 1 vs. 4, 2 vs. 3 and winners play off. Three 25 rally point sets total.
4. If three teams tie for two playoff positions, the team with the greater point spread shall be awarded first place. The other two teams shall play one 25 rally point set for the remaining playoff position. The same priorities as listed in H1 shall prevail, except that if a tie shall exist after the second priority, the flip of a coin shall determine the bye team, and all teams must play for position as follows:
 - a. Team Blue wins over Team White and gains one playoff berth.
 - b. Team Red plays the loser, in this case Team White, for the second playoff berth. Two 25 rally point sets total.
5. These are only guidelines. Other methods are acceptable, as long as they are printed and distributed before the start of the event.

I. DUTIES OF COURT MANAGERS

1. The court manager is responsible for getting matches and officials on and off the court.
2. The officials for each match at major tournaments include a 1st referee, 2nd referee, scorer, assistant scorer, timekeeper/visual scoreboard operator and two line judges. The court manager needs to check equipment (nets, standards, volleyballs, antennae, etc.) to make certain

they are in good condition at all times.

J. PROCUREMENT/ASSIGNMENT OF REFEREES

1. Competition should be duly certified USA Volleyball referees unless otherwise approved by the Regional Referees Chair.
2. Non-player certified referees, as well as available certified player referees, may be used in all sanctioned competition.
3. All non-player USAV certified referees are required to wear the approved volleyball officials' uniform.
4. All match assignments shall be made by the designated Head Referee. In the absence of a Head Referee, the Tournament Director will act in this capacity.
5. Other organizations that sponsor volleyball activities may want to contact the USA Volleyball Regional Commissioner or Referees Chair to obtain clinic and certification information and gain access to the USA Volleyball certified officials in the area.

K. ASSIGNMENT OF SUPPORT OFFICIALS

1. The primary responsibility for the assignment of support officials should lie with the Tournament Director.
2. Participating teams may be expected to furnish required support officials as requested. Required officials are the second referee, the scorer, the assistant scorer, two line judges and visual score board operator. It is recommended that only USA Volleyball certified scorers should serve in the capacity of scorer.
3. A working schedule, including playoff sets, should be posted prior to the first match of the day so teams will be properly informed as to respective responsibilities. In addition, teams assigned to work the first scheduled matches should be notified at least three days in advance of the tournament. Those work teams failing to meet this obligation may be subject to discipline within their organization.
4. As part of item "3" above, teams playing in the final round robin match of the day, if not otherwise a participating team, will be assigned to the first level of the playoff matches. Losers of the play-off matches will be required to work the next level of the playoffs. Teams not fulfilling these assignments may be subject to discipline within their organization.
5. Any penalties for teams that do not fulfill their officiating responsibilities should be posted prior to play. One commonly used method is to penalize the assigned officiating team one point per minute up to a maximum of 25 points (one set), which would be imposed at the beginning of the team's next match. The penalty points would begin at the start of the second team's warm-up period.

GUIDELINES FOR DEALING WITH BLOOD

If a player incurs an injury that causes bleeding, the 1st or 2nd referee shall immediately stop play in accordance with Rule 17.1.1. The player shall leave the court for evaluation/treatment. If the player cannot continue play and must be replaced, this should be done within the guidelines of Rule 15.6 or 15.7. If substitution cannot be made, refer to Rule 17.1.2. If a player's uniform becomes saturated with blood, a change of uniform will be authorized. This change should be accomplished as quickly as possible to cause no additional delay to the resumption of play. The replacement uniform should be of a similar color and style. Though duplicate numbers will not be allowed, no sanction will be assessed if the player's replacement uniform number is different than the original number. If a replacement uniform is not available, the player must be replaced by a legal substitution. If the referee observes blood on the playing surface or equipment, play shall be stopped immediately and measures taken to clean any contaminated area or equipment using universal precautions.

CONCUSSION GUIDELINES

The following guidelines from the Center for Disease Control (CDC) are offered to assist coaches, parents, tournament staff and officials in identifying concussion symptoms.

How Can a Sports Official, Coach or Parent Spot a Possible Concussion?

Athletes who show or report one or more of the signs and symptoms listed below—or simply say they just “don’t feel right” after a bump, blow, or jolt to the head or body—may have a concussion or other serious brain injury.

- Appears dazed or stunned.
- Forgets an instruction, is confused about an assignment or position, or is unsure of the game, score, or opponent.
- Moves clumsily.
- Answers questions slowly.
- Loses consciousness (even briefly).
- Shows mood, behavior, or personality changes.
- Can’t recall events prior to or after a hit or fall.

Symptoms Reported by Athletes

- Headache or “pressure” in head.
- Nausea or vomiting.
- Balance problems or dizziness, or double or blurry vision.
- Bothered by light or noise.
- Feeling sluggish, hazy, foggy, or groggy.

- Confusion, or concentration or memory problems.
- Just not “feeling right,” or “feeling down.”

AMERICAN SIGN LANGUAGE (ASL) INTERPRETER GUIDELINES

- An ASL interpreter who meets all requirements of an assistant coach is afforded the rights and responsibilities of an assistant coach.
- An ASL interpreter, who is not a coach, may sit on the team bench during the match and may participate in any team activities afforded other rostered team members.
- Per the Americans with Disabilities Act (ADA), the requirement of “effective communication” between coach and athlete can be achieved one of two ways: (a) the ASL interpreter who meets all requirements of an assistant coach is allowed to go anywhere, during the play, that the coach goes, or (b) the coach needs to adjust her/his coaching style to ensure that she/he is always within sufficient distance of the interpreter to facilitate interpreting.
- In all cases, anyone serving in the role of ASL interpreter will have frequent contact with and/or authority and control over junior athletes, and therefore, must be a USAV member with a clear background screen and must have completed SafeSport training.

ABBREVIATIONS

m	=	meter
'	=	foot (feet)
cm	=	centimeter
"	=	inches
gm	=	grams
mbar	=	millibars
kg/cm ²	=	kilograms per square centimeter
lbs/sq in	=	pounds per square inch
lbs/sq in	=	68.0 mbar = 0.0703 kg/cm ²
°C	=	degrees Celsius
°F	=	degrees Fahrenheit

METRIC CONVERSIONS

Length of playing court	18 m	=	59'
Width of playing court	9 m	=	29'6"
Diagonal of half the playing court	12.728 m	=	41'81/2"
Minimum length of net	9.5 m	=	32'
Minimum width of free zone	3 m	=	9'10"
Recommended height of post	s2.55 m	=	8'4"
Height of men's net	2.43 m	=	7'115/8"
Height of women's net	2.24 m	=	7'41/8"
Height of 12 & under net	2.13 m	=	7'
Height of 10 & under net	1.98 m	=	6'6"
Length of antenna	1.8 m	=	5'11"

NET WIDTH:

Max. sideline – post distance	1 m	=	39"
Length of antenna above net	0.8 m	=	32"
Circumference of ball	65-67 cm	=	251/2-27"
Referee's view above net	50 cm	=	191/2"

MAX. DISTANCE OF NET HEIGHT

From sideline to center	2 cm	=	3/4"
Min. temperature	10° C	=	50° F
Weight range of ball	260-280 gm	=	0.5-0.6 lb
Internal air pressure of ball (indoor)	0.30-0.325 kg/ cm ²	=	4.3-4.6 lb/ sq in
Internal air pressure of ball (outdoor)	0.175-0.225 kg/cm ²	=	2.5-3.2 lb/sq





