



# Beach Casebook of Approved Rulings

Revised April 1, 2025

Based upon **2023-2025** Beach Rules Book as  
Presented by USA Volleyball, Revised April 1, 2025

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The United States Volleyball Beach Rules are the International Volleyball Federation (“FIVB”) rules as adopted and clarified by USA Volleyball, the National Governing Body for volleyball in the United States. FIVB rules are used worldwide.

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Tony Chan  
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Suzanne Lowry  
Keith Murlless  
Pati Rolf

Questions regarding interpretation of the present rules and current practices may be addressed to the USA Beach Volleyball Rules Interpreter:

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All inquiries will receive replies. Some queries may require further consultation, but answers will be forwarded as promptly as possible.

If you have a situation or play you would like included in the Casebook, please send it to the following individuals: Tony Chan ([beachinterp@usav.org](mailto:beachinterp@usav.org)) and Pati Rolf ([pati.rolf@usav.org](mailto:pati.rolf@usav.org)).

All suggestions will be considered. Video and photographs are greatly appreciated.

## FOREWORD

This USA Beach Volleyball Casebook is a collection of plays with official rulings approved by USA Volleyball and is intended as a guide for the application and interpretation of the **2023-2025** Beach Rules Book as presented by USA Volleyball (the rules book), based upon the International Volleyball Federation (FIVB) Rules, **2021-2024**. The rulings are intended to clarify these regulations and are the official interpretations to be followed during all sanctioned USA Volleyball competition. The rules book contains the FIVB rules with modifications that promote the sport and encourage continuity of play in the United States. Some modifications are made to encourage participation and development or to ensure player safety during local, regional, and national competitions.

The sport of volleyball is played by tens of thousands of people across the United States and by millions of people world-wide. In order to ensure the success and enjoyment of our sport and to aid in its continued development, the referees will play an integral role. The correct and consistent application of the playing rules and the proper use of signals, mechanics, and techniques by game officials will provide the best possible circumstances under which volleyball competitions will prosper.

It rests upon the shoulders of game officials to become students of the game, masters of the rules, and ambassadors for the sport. The art of officiating is a subtle combination of applying the correct rule at the appropriate time, in the proper manner, and with a sound awareness of the stakes of the competition.

A thorough study of the rules book and Casebook in conjunction with the training materials and resources available on the USA Volleyball website, <https://usavolleyball.org/resources-for-officials/>, will provide game officials, from the novice to the experienced veteran, with the necessary knowledge to excel as match facilitators and managers.

## NOTATIONS USED IN THE CASEBOOK

As a means of properly understanding each situation outlined in the plays, “Team S” and the letter “S” have been used to designate the serving team and members of that team. “Team R” and the letter “R” have been used to designate the receiving team and its players. For both teams, left-side players are represented by either “S1” or “R1.” Right-side players are represented by either “S2” or “R2.”

In plays where the actions of the player are at issue, players will be identified by their role in the play: “Blocker”, “Attacker”, “Server”, etc.

In some situations where both teams serve, or where the play does not pertain to the serving (Team S) or receiving (Team R) teams, “Team A” and “Team B” are used for reference.

The titles of specific team members and officials—captain, coach, and assistant coach, 1st and 2nd referee, scorer, assistant scorer, and line judge—should always be spelled out.

All references are to the 2023-2025 rules book with the annotation of the rule number (e.g., 1.1.1); USAV clarification (e.g., USAV 1.1.1); Referee Techniques, Mechanics, and Procedures; and other sections where appropriate.

There are instances where case numbers are not sequential. This will allow us to add, delete, and modify some cases without having to renumber others and provide some continuity of case numbers, at least for the near future.

If editorial errors such as misspellings, inconsistent team references, or incorrect player positions or numbers are encountered, please contact the editor so that corrections can be made.

**Note:** Some plays within this Casebook are derived from the FIVB Casebook, though the phraseology and rulings have been modified to align with the domestic ruleset. Any case that is a derivative of an FIVB case will be denoted with an asterisk (\*).



**CHANGE LOG**

This Change Log includes changes incorporated after the initial edition.

April 1, 2025

New Cases:	Initial Edition
Edited Cases:	Initial Edition
Deleted Cases:	Initial Edition

# SECTION I – THE GAME

## Chapter One: Facilities and Equipment

### Rule 1: Playing Area

Dimensions; Playing Surface; Lines on the Court;  
Zones and Areas; Temperature; Lighting; Scoreboard

<b>1.01</b> One side of the court is significantly longer than the other and the lines are not square to the net.	<b>Ruling:</b> Each team's side must be an 8 x 8m (26'3") square. The lines should be adjusted before the match is played.	<b>Reference:</b> USAV 1.1.1
<b>1.02*</b> A sharp object is found in the sand.	<b>Ruling:</b> Play must be stopped immediately and rally replayed. If necessary, reasonable time to inspect the sand shall be given.	<b>Reference:</b> 1.2.1 1.2.3
<b>1.03*</b> Exposed metal anchors are used to secure the court.	<b>Ruling:</b> Exposed anchors must be made of a soft, flexible material.	<b>Reference:</b> 1.3.2
<b>1.04</b> Rope lines of 1 cm (3/8") thickness are used.	<b>Ruling:</b> Legal. Ropes lines must be .5 cm to 1 cm (3/16 to 3/8") if used.	<b>Reference:</b> USAV 1.3.1
<b>1.05*</b> A player, during play, pulled up a court line and its anchor.	<b>Ruling:</b> The rally should be immediately stopped and called a replay. The court should be fixed before play resumes.	<b>Reference:</b> USAV 1.1.1
<b>1.06*</b> A player attempts to serve between signage not completely surrounding the court.	<b>Ruling:</b> The serve should not be authorized, and the player should be directed to move inside the signage.	<b>Reference:</b> USAV 1.1.1



<b>1.07*</b> Both captains request to stop play during heavy rain.	<b>Ruling:</b> This decision should be made by event management. If they are unavailable, and the referee foresees significant danger, play may be stopped.	<b>Reference:</b> 22.2.3 22.2.5
<b>1.08*</b> A captain requests to protest the heat of the sand during the game.	<b>Ruling:</b> The referees should take preventative measures if possible, such as watering the sand. However, a captain may protest the heat of the sand.	<b>Reference:</b> 1.1 1.3 5.1.2 5.1.2.2

## Rule 2: Nets and Posts

Height of the Net; Structure; Side Bands; Antennae; Posts;  
Additional Equipment

<b>2.01</b> The net is 7.5 m (30') in length.	<b>Ruling:</b> The court is 8m wide. The net must be between 8m (26'2") and 8.5m (27'10 1/2") long.	<b>Reference:</b> 2.2
<b>2.02</b> A sleeve is secured along the top of the net and contains sponsor advertising.	<b>Ruling:</b> Net sleeves are permitted if net height and net integrity are not affected.	<b>Reference:</b> 2.2
<b>2.03</b> The net does not have side bands.	<b>Ruling:</b> Side bands are an optional part of the net equipment but are recommended for all play. If used, the side bands are fastened vertically to the net inside the antennas and directly above each sideline.	<b>Reference:</b> USAV 2.3
<b>2.04</b> The antennas are secured to the net with exposed metal fasteners.	<b>Ruling:</b> Tape must be placed over the metal fasteners to minimize chance of injury to the players.	<b>Reference:</b> USAV 2.5.2
<b>2.05</b> An unpadded ladder is provided as the referee platform.	<b>Ruling:</b> Referee platforms must be padded. If suitable padding is not found, the referee shall work from the ground.	<b>Reference:</b> USAV 2.6

<p><b>2.06*</b> The captain asks the referees to verify net height and tension during warm-ups.</p>	<p><b>Ruling:</b> The captain is entitled to make this request, and the referees should quickly check the net. Once the match begins, the net height and tension may not be disputed. It is best practice to ask the players to confirm their approval of the net and courts as the warm-up protocol begins.</p>	<p><b>Reference:</b> 22.2.5</p>
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### Rule 3: Balls

#### Standards; Uniformity of Balls

<p><b>3.01*</b> The captain requests that the referee check the ball pressure.</p>	<p><b>Ruling:</b> The referees should check the ball pressure. During periods of heat or cold, ball pressure should be checked regularly.</p>	<p><b>Reference:</b> 3.1</p>
<p><b>3.02</b> A player goes back to serve with a different ball type than previously used.</p>	<p><b>Ruling:</b> Balls must have the same standards regarding type, color, pressure, weight, and circumference. Referees should verify with the event organizer which balls are designated for use.</p>	<p><b>Reference:</b> 3.2</p>
<p><b>3.03</b> A match is being played in the rain and the game balls are getting wet.</p>	<p><b>Ruling:</b> If possible, balls that are not being used should be covered. Additionally, if a second set of game balls is available, they can be cycled in throughout the match.</p>	<p><b>Reference:</b> 3.1 3.2</p>

## Chapter Two: Participants

### Rule 4: Teams

Team Composition; Location of the Team; Equipment;  
Change of Equipment; Forbidden Objects

<b>4.01</b> A team has three coaches.	<b>Ruling:</b> Teams may only have two coaches participate in the match.	<b>Reference:</b> USAV 4.1
<b>4.02</b> A team identifies one head coach at the start of the match. Later, an assistant coach joins the team.	<b>Ruling:</b> Coaches are not required to be present throughout the match. As long as both coaches are approved for that event and the team does not have more than two coaches, this is permissible. A team does not have to have the same two coaches for the entire match.	<b>Reference:</b> USAV 4.1
<b>4.03</b> A team requests to change the game captain.	<b>Ruling:</b> Request denied. The game captain is designated at the start for the whole match.	<b>Reference:</b> 4.1.3
<b>4.04</b> A coach attempts to question a call.	<b>Ruling:</b> Only the designated captain at the start of the match may ask for clarification about a call. The 1st referee should remind the captain that only they may speak with the referee. Repeated violations should result in an individual conduct sanction to the coach.	<b>Reference:</b> USAV 4.1.4.2
<b>4.05</b> The coach and assistant coaches are assisting their own players by calling the ball “in” or “out” when it is falling near the sideline.	<b>Ruling:</b> Not permitted. Coaches may only give instruction during timeouts, between sets, and during side changes. The 1st referee should remind the captain that coaches may not intervene in the match. Repeated violations result in an individual conduct sanction to the coach. If this conduct affects the outcome of the play, the referee issues a red card to the offending coach and awards the point to the opponent.	<b>Reference:</b> USAV 4.1.4.5

<p><b>4.06</b> A coach makes a passing gesture to show his player the proper technique during play.</p>	<p><b>Ruling:</b> Not permitted. Coaches may only give instruction, including gestures, during timeouts, between sets, and during side changes. The 1st referee should remind the captain that coaches may not intervene in the match during play. Repeated violations should result in an individual conduct sanction.</p>	<p><b>Reference:</b> USAV 4.1.4.5</p>
<p><b>4.07</b> A coach is performing drills on the court during warm-ups.</p>	<p><b>Ruling:</b> Coaches may perform drills on the court until the conclusion of the coin toss. After the coin toss, they may only give instruction from the sidelines.</p>	<p><b>Reference:</b> USAV 4.1.4.3 USAV 4.1.4.4</p>
<p><b>4.08</b> A coach attempts to call a timeout for his/her team.</p>	<p><b>Ruling:</b> Coaches may call a timeout in U-19 play but may only suggest a timeout to their team otherwise. Repeated violations should result in a delay sanction.</p>	<p><b>Reference:</b> USAV 4.1.4.7</p>
<p><b>4.09*</b> After a timeout, a team is delayed in returning to the court because the players are talking to their coach, who is outside the free zone.</p>	<p><b>Ruling:</b> The 1st referee should issue a delay sanction to the offending team. Additionally, the captain should be reminded that their coach must be inside the team bench area. Subsequent violations can result in misconduct sanctions.</p>	<p><b>Reference:</b> USAV 4.1.4.6</p>

<p><b>4.10*</b> A captain asks the 1st referee to pay attention to the fact that the other team is being coached by a</p> <p>a) spectator, b) credentialed coach</p>	<p><b>Ruling:</b> In situation a), spectators are outside the referee's jurisdiction. The referees should contact event management and warn the captain that repeated external assistance will result in sanction. In situation b), the coach should be reminded that they must either join the match at the team bench or receive a misconduct sanction for illegal external assistance.</p>	<p><b>Reference:</b> USAV 4.1.4</p>
<p><b>4.11</b> At nationally sanctioned competition, a junior team's uniform consists of "crop-tops" that cover half of the midriff.</p>	<p><b>Ruling:</b> Illegal. At nationally sanctioned competition, junior players must wear a top that covers the midriff/midsection when standing.</p>	<p><b>Reference:</b> USAV 4.3.1</p>
<p><b>4.12</b> A team does not have matching uniforms.</p>	<p><b>Ruling:</b> Teams are not required to match, but it is highly encouraged.</p>	<p><b>Reference:</b> USAV 4.3.1</p>
<p><b>4.13*</b> A player requests to put on sand socks.</p>	<p><b>Ruling:</b> This request should be approved. Additionally, light shoes may be authorized for use if the condition of the sand poses a risk of injury to bare-footed athletes.</p>	<p><b>Reference:</b> 22.2.3 22.2.5</p>
<p><b>4.14</b> A player is wearing several small earrings in the ears, a stud in the nose, a short chain around the neck, and a ring with a large stone.</p>	<p><b>Ruling:</b> 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. The ring with the large stone must be removed</p>	<p><b>Reference:</b> 4.5.1</p>

<p><b>4.15*</b> A player is wearing a watch.</p>	<p><b>Ruling:</b> Jewelry may be worn provided its nature does not present a concern for safety and it is not being utilized via telecommunication to offer the athlete prohibited external assistance. Similarly, jump counting or other devices used for medical research and athlete health are allowed as long as they do not confer the user with immediate competitive advantage.</p>	<p><b>Reference:</b> 4.5.1</p>
<p><b>4.16</b> A player is wearing a golf or football style glove.</p>	<p><b>Ruling:</b> Gloves that can provide an artificial advantage such as golf or football style gloves are forbidden. However, players may wear gloves designed for thermal protection.</p>	<p><b>Reference:</b> 4.5.1</p>
<p><b>4.17*</b> The 1st referee is asked by a player if he can play with under-shorts.</p>	<p><b>Ruling:</b> It is not necessary to ask for the 1st referee's approval to play with under-shorts. Players are free to use long sleeve/leggings at their preference, and their partners are not required to do the same.</p>	<p><b>Reference:</b> 4.4.3</p>
<p><b>4.18*</b> During a match, a player's shorts accidentally become badly torn.</p>	<p><b>Ruling:</b> The player may replace the shorts, and the team is not charged a time-out or delay sanction.</p>	<p><b>Reference:</b> 4.4.2</p>
<p><b>4.19*</b> The two players are wearing numbers that do not correspond to the numbers on the score sheet.</p>	<p><b>Ruling:</b> Players are not required to wear uniform numbers. If the team chooses to use numbers, the numbers on the score sheet should be changed to match the numbers that the players are wearing. No penalty shall apply.</p>	<p><b>Reference:</b> 4.4</p>

<p><b>4.20</b> A player is wearing a lapel microphone.</p>	<p><b>Ruling:</b> It is prohibited for players or coaches to wear microphones or cameras on their person. If one is discovered, the match is stopped, and the coach and/or player are asked to take off the microphone. However, teams are permitted to set up cameras or video equipment before the match, so long as it is not accessed during the match.</p>	<p><b>Reference:</b> 4.5.1</p>
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## Rule 5: Team Leaders

### Captain; Coach; Assistant Coach

<p><b>5.01</b> Both players of the same team approach the referee to ask for clarification about a call.</p>	<p><b>Ruling:</b> Only the designated captain at the start of the match may ask for clarification about a call. The 1st referee should remind the captain that only they may speak with the referee. Repeated violations should result in an individual conduct sanction to the non-captain player.</p>	<p><b>Reference:</b> 5.1.2.1</p>
<p><b>5.02*</b> The game captain, requests that the 1st referee check with a line judge/2nd referee to see if an opponent had touched the ball before it landed “out.” The referee refuses the request. The game captain wishes to lodge a protest.</p>	<p><b>Ruling:</b> The protest will not be accepted since it involves the judgment of an official. It is the best practice to gather the crew to ensure that the 1st referee has all the information before making a decision.</p>	<p><b>Reference:</b> 5.1.2.1</p>

<p><b>5.03</b> The 1st referee sanctions a player with a misconduct penalty for profane language. The game captain feels that the sanction is too severe and wants to protest the decision.</p>	<p><b>Ruling:</b> Protest is not accepted. The level of individual sanction assessed by the 1st referee is not subject to protest as it is based upon the referee's judgment.</p>	<p><b>Reference:</b> 5.1.2.1</p>
<p><b>5.04</b> A game captain requests verification of the service order prior to the first service of each server.</p>	<p><b>Ruling:</b> Captains have the right to request verification of their team's service order. If the 1st referee determines that the requests are excessive, the captain may be warned or the team sanctioned for delay.</p>	<p><b>Reference:</b> 5.1.2.2b</p>
<p><b>5.05</b> A player hits a ball that, in the 1st referee's view, hits the sideline. The captain from the other requests that the 1st referee look at the ball mark, and requests to protest when the 1st referee declines to do so.</p>	<p><b>Ruling:</b> Protest denied. Ball Mark Protocols are at the sole discretion of the 1st referee and are not subject to protest. The 1st referee can also explain to the captain that it is possible that the ball hits a line, but the ball mark is out due to the trajectory of the ball. The FIVB In / Out challenge system has not been adopted by USA Volleyball.</p>	<p><b>Reference:</b> 5.1.2.1</p>
<p><b>5.06</b> The captain for Team B makes repeated frivolous protests in an effort to delay the game.</p>	<p><b>Ruling:</b> At the discretion of a head referee, or the 1st referee if a head referee is not provided, Team B may be issued a delay sanction if there is not a reasonable, legitimate discrepancy to protest.</p>	<p><b>Reference:</b> 5.1.2.1 16.1</p>
<p><b>5.07</b> During a protest, Team A's captain makes several rude comments to the referees.</p>	<p><b>Ruling:</b> Point to B. Conduct during a protest is still subject to sanction, and if that conduct would result in a point or default, the protest should be ended immediately.</p>	<p><b>Reference:</b> 5.1.2.1 19.1</p>



<p><b>5.08</b> Team A is given 5 minutes of exclusive court time. The captain of Team B requests to protest.</p>	<p><b>Ruling:</b> Protest accepted. The official warm-up consists of 5 minutes of shared court time. If the protest is after Team A has had the court exclusively, Team B should be awarded the same warm-up time that Team A received.</p>	<p><b>Reference:</b> 5.1.2.1</p>
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## Chapter Three: Playing Format

### Rule 6: To Score a Point, To Win a Set and the Match

To Score a Point; To Win a Set; To Win the Match;  
Default and Incomplete Team

<p><b>6.01</b> The 1st referee whistles when the attacker contacts the top band of the net during the attack. At the same time, the 2nd referee whistles when the blocker contacts the antenna above the top of the net while attempting to block.</p>	<p><b>Ruling:</b> When both referees whistle a fault at approximately the same time, the 1st referee must determine which fault occurred first and award a point and service to the correct team. Referees should blow their whistles loudly and immediately when calling a fault. This helps the 1st referee determine which fault occurred first. The 1st referee can quickly communicate with the 2nd referee, if required, to determine which fault occurred first, but the sound of the whistle should be sufficient. If necessary, the 1st referee may call the 2nd referee to the stand for a short discussion. If the 1st referee determines that the faults were simultaneous, a replay will be directed.</p>	<p><b>Reference:</b> 6.1.2.2</p>
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<b>6.02</b> A team only has one player present for the start of the first set.	<b>Ruling:</b> At match time, the first set is forfeited. The team then has 10 additional minutes until the second set is forfeited. The event director should be consulted before a forfeit is called, if possible.	<b>Reference:</b> USAV 6.4.2
<b>6.03</b> A team has two players present for the start of the first set but wants to wait until their coach arrives.	<b>Ruling:</b> The team has two players present and must be ready to play when directed to do so by the 1st referee. If the team refuses to take the court, the team will be declared in default and will forfeit the match 0-2 and 0-21 for each set.	<b>Reference:</b> USAV 6.4.1
<b>6.04</b> A player is injured during the first set. The player takes their medical timeout, and the team takes their timeout. The player is still unable to play. The captain requests to forfeit the first set.	<b>Ruling:</b> Legal. A team may forfeit the first set. The team then may take the set interval and their second set timeout. If the player is still unable to play after this point, the team is declared incomplete and forfeits the second set.	<b>Reference:</b> 6.4.3 17.1.2

## Rule 7: Structure of Play

### The Toss; Warm-Up Session; Service Order

<b>7.01</b> The referee conducting a coin toss may decide which captain will call the toss.	<b>Ruling:</b> Incorrect procedure. Since the rules do not designate teams as “home” or “visitor,” the 1st referee designates one team as “heads” and the other team as “tails,” or shows the captain from each team a different side of the coin and then conducts the toss. The coin should not be flipped over once it has been caught. If the coin is dropped, it should be re-tossed.	<b>Reference:</b> 7.1
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<b>7.02</b> At the coin toss, the referee offers the winning captain the option of serving or receiving. The captain would rather choose to start on a particular side of the court.	<b>Ruling:</b> The captain can make this choice. The winner of the coin toss may choose to serve or receive the serve or choose the side of the court the team will occupy first. The remaining choice is given to the captain of the other team.	<b>Reference:</b> 7.1.2
<b>7.03</b> Team A wins the coin toss, and the captain chooses to serve. After the captains' meeting concludes, the Team A captain indicates that they would like to change their choice.	<b>Ruling:</b> Once the captains' meeting concludes, the teams may not change their choice. Choices become fixed when the captain signs the score sheet, or absent a signature, when they leave the coin toss captains' meeting.	<b>Reference:</b> 7.1
<b>7.04*</b> Before making their choice, the captain returns to the court to determine which side to choose.	<b>Ruling:</b> This is acceptable as long as the decision is made quickly and allows the scorer enough time to be ready to commence the match at the end of the official warm-up period.	<b>Reference:</b> 7.1
<b>7.05</b> The 1st referee gives both teams 2.5 minutes of exclusive warm-up.	<b>Ruling:</b> Incorrect. Warm-ups are 5 minutes of shared court.	<b>Reference:</b> USAV 7.2
<b>7.06</b> The 1st referee gives both teams 3 minutes of shared warm-up in accordance with tournament policy.	<b>Ruling:</b> Legal. Warm-up duration may be reduced to 3 minutes at the discretion of the event director.	<b>Reference:</b> USAV 7.2

<b>7.07</b> When given a 5-minute official warm-up indication, a player states that warm-ups should be 10 minutes.	<b>Ruling:</b> Incorrect. The warm-up protocol starts 10 minutes before match time or immediately after the previous match if the court is behind. The coin toss is at 7 minutes. The official 5-minute warm-up starts at 6 minutes and ends at 1 minute.	<b>Reference:</b> 5.1.2.2b
<b>7.08</b> As the ball is contacted for service, the 2nd referee notices that R2 is positioned with all of his foot outside of the sideline	<b>Ruling:</b> Referees should ensure that all players are inside the court before the authorization of service. However, repeated violations should result in a delay sanction.	<b>Reference:</b> 7.4 7.5
<b>7.09</b> The referees notice the wrong player going back to serve.	<b>Ruling:</b> The Referee(s) should inform the team of the correct server and not authorize serve until the correct player is ready.	<b>Reference:</b> 7.7.2
<b>7.10</b> After the ball is served, the 2nd referee notices that the wrong player served.	<b>Ruling:</b> The 2nd referee should stop play, the service order corrected, and the serve reauthorized.	<b>Reference:</b> 7.7.2 Commentary
<b>7.11</b> The 2nd referee notices the wrong player is preparing to serve. The 2nd referee indicates to the team that they have the incorrect server. The wrong player still serves.	<b>Ruling:</b> Service order fault. A service order fault occurs only when a player has been notified and still serves out of order.	<b>Reference:</b> 7.7.2 Commentary

<p><b>7.12</b> The wrong server serves for consecutive points before the error is discovered.</p>	<p><b>Ruling:</b> It is the responsibility of the officiating crew to ensure proper service order. Therefore, no fault has been committed, and the order should be corrected. The only time a service order fault is committed is when the serving team insists on serving out of order. The score should remain the same.</p>	<p><b>Reference:</b> 7.7.2 Commentary</p>
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## Chapter Four: Playing Actions

### Rule 8: States of Play

Ball In Play; Ball Out of Play; Ball “In”; Ball “Out”; Ball Mark Protocol

<p><b>8.01</b> As Team A is preparing to attack the ball, an errant ball rolls across the court behind the attacker. A referee blows a whistle because of the loose ball. Team A then spikes the ball to the floor on Team B’s side of the net.</p>	<p><b>Ruling:</b> Replay. The whistle stopped the rally. In the judgment of the 1st referee, the loose ball interrupted play.</p>	<p><b>Reference:</b> 8.2</p>
<p><b>8.02</b> After a team’s third hit, the ball strikes the top of the net, and the 1st referee immediately blows a whistle. After the whistle, the ball rolls along the net and falls across the net into the opponent’s court.</p>	<p><b>Ruling:</b> Inadvertent whistle. Play could have continued had the referee not blown the whistle. A replay shall be called.</p>	<p><b>Reference:</b> 8.2</p>

<p><b>8.03</b> R2 passes the ball into the net on the team's third hit. As the ball falls from the net toward the floor, the 1st referee blows the whistle.</p>	<p><b>Ruling:</b> Inadvertent whistle. The referee should not have ended play until the ball was contacted a fourth time or until it touched the floor. However, a point and service will be awarded to Team S since the whistle did not affect the outcome of the play.</p>	<p><b>Reference:</b> 8.2</p>
<p><b>8.04</b> R2 passes a served ball toward a non-playing area. The ball contacts an overhead cable 6 m (19'8") above the playing area and rebounds back toward Team R's court. Had the ball not contacted the cable, it would have landed out of bounds.</p>	<p><b>Ruling:</b> If, in the judgment of the 1st referee, the overhead obstruction below 7 m (23') interferes with normal playing of the ball, a replay must be directed. Otherwise, the ball is "out."</p>	<p><b>Reference:</b> 1.1.1 8.4</p>
<p><b>8.05</b> A Team B player runs into a line judge and is prevented from playing the ball over the playing area.</p>	<p><b>Ruling:</b> Point to Team A. Referees, auxiliary officials, and media staff within the free zone are considered part of the court. A replay may only be called if they initiate the contact (or threat of contact).</p>	<p><b>Reference:</b> USAV 17.2</p>
<p><b>8.06*</b> The referee is not sure if the ball is in or out, but Team A inadvertently wipes away the ball mark.</p>	<p><b>Ruling:</b> Point to Team B due to an Individual Penalty (red card) on the player who wiped away the ball mark.</p>	<p><b>Reference:</b> 20.2.1</p>

<p><b>8.07*</b> The ball falls outside the boundary line, and the line is not hit, but moves due to the impact of the ball with the sand.</p>	<p><b>Ruling:</b> Ball “out” because the ball did not strike the court or line. Referees should pay attention to whether or not the ball actually contacts the line as sand can make it make the line move even if the ball did not contact it.</p>	<p><b>Reference:</b> 8.3</p>
<p><b>8.08*</b> The ball lands inside the line, but the line was substantially displaced during the play.</p>	<p><b>Ruling:</b> The referees should replace the line, and the 1st referee should make a decision based on where the ball landed.</p>	<p><b>Reference:</b> 8.3 8.4</p>
<p><b>8.09</b> The ball lands close to the line. The captain claims that the line started out of place and should be corrected.</p>	<p><b>Ruling:</b> Incorrect. If a line starts out of place, the entire rally will be played with that position unless the line becomes even more displaced during the rally. However, referees should scan the court before the serve to ensure that all of the lines are in their proper positions.</p>	<p><b>Reference:</b> 8.3 8.4</p>
<p><b>8.10*</b> The ball lands inside the court, touching the side line, but the line was minimally displaced during a previous defending action.</p>	<p><b>Ruling:</b> Ball “in.” Small movements of the lines during a rally do not result in the replacement of the line unless the line was displaced at the very last stages of the play.</p>	<p><b>Reference:</b> 8.3 8.4</p>
<p><b>8.11*</b> The ball crosses the net during service and is blown back under the net to land on the server’s side.</p>	<p><b>Ruling:</b> Point to serving team. The receiving team had an opportunity to play the ball while it was above its playing area.</p>	<p><b>Reference:</b> 8.3 10.1.1</p>

<b>8.12*</b> The ball contacts a tree branch that is 3 m (9' 10") above the playable area.	<b>Ruling:</b> If, at the discretion of the 1st referee, the ball would remain in play had the obstruction not been there, the rally should be replayed. Otherwise, the ball is called "out."	<b>Reference:</b> Not addressed.
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## Rule 9: Playing the Ball

### Team Hits; Characteristics of the Hit; Faults in Playing the Ball

<b>9.01</b> R2 attempts to retrieve the ball beyond the free zone. A spectator reaches out and grabs the ball before R2 can play it.	<b>Ruling:</b> Point to Team S. Attempted retrieval beyond the free zone is not protected by the external interference rule.	<b>Reference:</b> USAV 9
<b>9.02</b> A player jumps over the banners in an attempt to play the ball.	<b>Ruling:</b> Legal play. The ball may be retrieved beyond the free zone, but the player is not protected by the external interference rule.	<b>Reference:</b> USAV 9
<b>9.03</b> A player runs into grandstands or other spectator seating structures to play the ball.	<b>Ruling:</b> Ball "out." For legal and safety reasons, a player may not enter spectator seating structures to play the ball.	<b>Reference:</b> Not addressed.
<b>9.04</b> R1 and R2 contact the ball simultaneously. R2 then sets the ball and R1 attacks it.	<b>Ruling:</b> Four hits. Simultaneous contact by teammates is counted as two hits.	<b>Reference:</b> 9.1.2.1



<p><b>9.05</b> R2 reaches beyond the vertical plane of the net to “save” R1’s overpassed ball after the ball passes entirely beyond the vertical plane of the net.</p>	<p><b>Ruling:</b> Reaching beyond the net by R2. Each team must play within its own playing area and space.</p>	<p><b>Reference:</b> 9</p>
<p><b>9.06</b> R1 and S1 legally and simultaneously contact the ball above the net. The ball returns to Team S. Team S then plays the ball three more times.</p>	<p><b>Ruling:</b> Legal. Simultaneous contact by opponents (a “joust”) is legal, and the team receiving the ball is entitled to another three hits.</p>	<p><b>Reference:</b> 9.1.2.2</p>
<p><b>9.07</b> Team A and Team B legally and simultaneously contact the ball in the vertical plane above the net. The ball returns to Team A’s side of the net and lands out of bounds.</p>	<p><b>Ruling:</b> Point to Team B. The ball is “out” from Team A. The team on the opposite side of the net from where the ball landed (Team A, in this case) is considered to have provided the impetus that caused the ball to land out of bounds.</p>	<p><b>Reference:</b> 9.1.2.2</p>
<p><b>9.08</b> Team A and Team B legally and simultaneously contact the ball in the vertical plane above the net. The ball rolls along the top of the net and touches the antenna.</p>	<p><b>Ruling:</b> Double fault. Both teams have caused the ball to touch the antenna. A replay shall be directed by the 1st referee.</p>	<p><b>Reference:</b> 9.1.2.4</p>
<p><b>9.09</b> A player uses the net equipment to gain an advantage in playing the ball.</p>	<p><b>Ruling:</b> Assisted hit. The 1st referee should award the point to Team S and use Signal 16.</p>	<p><b>Reference:</b> 9.1.3</p>

<p><b>9.10</b> Whilst a player is setting, there is significant movement of the ball downwards and the ball visibly comes to rest in his/her hands.</p>	<p><b>Ruling:</b> Caught ball. Generally, referees should be looking for significant movement of the ball downwards and the ball visibly coming to rest in the player's hands. It is the quickness of the setting action that will determine whether it is a fault.</p>	<p><b>Reference:</b> 9.2.2</p>
<p><b>9.11</b> A player sets the ball using open-hand finger action underhanded.</p>	<p><b>Ruling:</b> It is not legal to catch and throw the ball with underhand finger action (i.e.: wrists inverted).</p>	<p><b>Reference:</b> 9.2.2 9.3.4</p>
<p><b>9.12</b> A player attempts to pass the ball, but the ball contacts both the forearms and forehead.</p>	<p><b>Ruling:</b> Legal. On the first hit of the team, provided it is not made overhand with fingers, consecutive contacts are permitted during one action.</p>	<p><b>Reference:</b> 9.2.2.2</p>
<p><b>9.13</b> A player attempts to pass the ball with open-hand finger action and contacts the ball twice consecutively.</p>	<p><b>Ruling:</b> Double contact. The ball may not contact the fingers/hands consecutively if the ball is played overhead with open-hand finger action.</p>	<p><b>Reference:</b> 9.2.2.2</p>
<p><b>9.14</b> A player is standing near the net and "doubles" a hard hit ball coming from an attacker on the other team, also near the net.</p>	<p><b>Ruling:</b> If in the 1st referee's judgment, the contact is defensive and reactive in nature, the ball may be momentarily held or double-contacted. However, a ball does not have to be hard-driven to be considered defensive and reactive in nature. The two criteria in determining whether a contact is defensive and reactive in nature are distance and time. Generally, as distance becomes greater, time of reaction must be smaller and vice versa.</p>	<p><b>Reference:</b> 9.2.2.4 Commentary</p>

<b>9.15</b> The attacker hits a roll shot and the defender “doubles” the ball with open-hand finger action.	<b>Ruling:</b> Double contact. Off-speed attacks are not reactionary in nature and contacts with open-hand finger action must be “clean.”	<b>Reference:</b> 9.2.2.4 Commentary
<b>9.16</b> The blocker blocks the ball and visibly changes the trajectory of the attack. The ball contacts both palms of the defender consecutively.	<b>Ruling:</b> Double contact. The exception for reactionary defensive moves applies only to open-hand finger action. Additionally, if, in the referee’s judgment, the blocker visibly changed the trajectory of the ball, the possibility of a “slight block contact” is eliminated. The second ball may not be contacted twice.	<b>Reference:</b> 9.2.2.4 Commentary
<b>9.17</b> The blocker blocks the ball and sends the ball into the air. The same player then plays the ball with open-hand finger action and “doubles” the ball.	<b>Ruling:</b> Double contact. This action is not defensive or reactionary in nature and the block contact is not slight. Therefore, the defensive and reactive exception does not apply.	<b>Reference:</b> 9.2.2.4 Commentary
<b>9.18*</b> A player receives a serve with open-hand finger action and “doubles” the ball. The referee says it was a hard driven ball.	<b>Ruling:</b> Incorrect. This should have been whistled as a double contact. A serve cannot give rise to the defensive and reactive exception.	<b>Reference:</b> 9.2.2.4 Commentary
<b>9.19</b> The attacker attacks the ball. The blocker blocks the ball back to the attacker who “doubles” the ball.	<b>Ruling:</b> If the 1st referee determines that the attacker’s action was defensive and reactive in nature, this play is legal.	<b>Reference:</b> 9.2.2.4 Commentary

<p><b>9.20</b> A player sets the ball. The 1st referee calls a double contact because the ball spun twice.</p>	<p><b>Ruling:</b> Incorrect. While spin may be an indicator of a double contact, it may not be the primary reasoning behind a double contact call. A set should only be judged on the hand contact.</p>	<p><b>Reference:</b> 9.1.1 9.3.4</p>
<p><b>9.21</b> A player receives a serve with open hand finger action.</p>	<p><b>Ruling:</b> As long as the contact was “clean,” this play is legal.</p>	<p><b>Reference:</b> 9.3.4</p>
<p><b>9.22</b> A player sets their partner one handed with open-hand finger action.</p>	<p><b>Ruling:</b> Legal play. As long as the ball is not caught or thrown, and the ball does not become a completed attack, a one-handed set should be judged the same as a set with two hands.</p>	<p><b>Reference:</b> 9</p>
<p><b>9.23*</b> A player chases the ball out of the court, and then takes support from the score table to return the ball to his partner. The contact with the ball was over the end of the score table which was on the opponent’s side of the net.</p>	<p><b>Ruling:</b> Legal play. The ball may be retrieved from over the complete length of the score table, even the part on the side of the opponent.</p>	<p><b>Reference:</b> 9</p>
<p><b>9.24*</b> Team A and Team B legally and simultaneously contact the ball above the net. The ball changes directions several times.</p>	<p><b>Ruling:</b> Legal play. It is legal within a joust for the ball’s direction to change due to the forces applied by the opponents’ hands.</p>	<p><b>Reference:</b> 9.1.2.3</p>

<p><b>9.25*</b> A ball, coming from Team R's block, has momentary extended contact with S2's hands.</p>	<p><b>Ruling:</b> If, in the judgment of the referees, this play satisfies the requirements of hard driven ball defense, this play is legal. The ball rebounding or being deflected off the block is considered like an attack hit and in this case the ball contact with the hands may be slightly extended.</p>	<p><b>Reference:</b> 9.2.2.1</p>
<p><b>9.26</b> A ball is contacted three times by a team and then enters the plane of the net, and the ball is simultaneously contacted by players from both sides.</p>	<p><b>Ruling:</b> Legal play. If a blocker contacts the ball at the same time as the attacking team, the opponent's contact of the ball negates the 4 hits fault.</p>	<p><b>Reference:</b> 9.1.2.2</p>
<p><b>9.27</b> R2 sets the ball cleanly, but not "square" towards the opponent. The ball is simultaneously contacted by players from both sides.</p>	<p><b>Ruling:</b> Legal play. If a blocker contacts the ball at the same time as the attacking team, the opponent's contact of the ball negates the illegal attack.</p>	<p><b>Reference:</b> 9.1.2.2</p>

## Rule 10: Ball at the Net

### Ball Crossing the Net; Ball Touching the Net; Ball in the Net

<p><b>10.01</b> R2 passes a ball beyond the vertical plane of the net outside the antenna. R1 retrieves the ball and passes the ball back to Team R's court outside the antenna to R2.</p>	<p><b>Ruling:</b> Legal. A ball that crosses the net plane to the opponent's free zone totally or partly through the external space may be played back provided the ball crosses the vertical plane of the net totally or partly through the external space on the same side of the court. This is also commonly known as the "pursuit" rule.</p>	<p><b>Reference:</b> 10.1.2 10.2.2.1</p>
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<p><b>10.02</b> R2 passes a ball beyond the vertical plane of the net outside the antenna. R1 retrieves the ball and passes the ball back to Team R's court inside the antenna to R2.</p>	<p><b>Ruling:</b> "Out." A pursuable ball must be played totally or partly outside of the antenna.</p>	<p><b>Reference:</b> 10.1.2 10.2.2.1</p>
<p><b>10.03</b> A Team B player legally enters Team A's free zone and sends the ball back toward Team B's court. On the return path, the ball contacts the first referee, but would have otherwise remained in play.</p>	<p><b>Ruling:</b> The ball is "out." A replay is not granted if the ball touches a person out of play. This includes officials. The referees may only grant a replay if there is interference with a player attempting to legally play the ball, not the ball itself.</p>	<p><b>Reference:</b> 8.4.2 10.1.2</p>
<p><b>10.04</b> Team R's first team hit, the ball crosses the net inside the antenna and travels toward Team S's free zone. R2 enters Team S's free zone and contacts the ball, returning to Team R's court outside the antenna.</p>	<p><b>Ruling:</b> The ball is "out" when R2 contacts the ball. Only balls crossing the net plane totally or partly through the external space may be legally pursued.</p>	<p><b>Reference:</b> 10.1.2</p>
<p><b>10.05</b> S2 legally enters Team R's free zone in order to make a play on the ball. S2 collides with R1 as S2 attempts to play the ball.</p>	<p><b>Ruling:</b> Interference by R1. S2 was in Team R's free zone and had a legal right to make a play on the ball. R1 may not prevent this action.</p>	<p><b>Reference:</b> 10.1.2</p>

<b>10.06</b> S2 legally pursues and retrieves a ball in Team R's free zone, but makes contact with Team R's court.	<b>Ruling:</b> Provided S2 does not interfere with Team R's ability to play the ball, S2 may enter Team R's court.	<b>Reference:</b> 10.1.2 10.1.4 11.2.1
<b>10.07*</b> R1 passes a ball that went high around the antenna. The ball is going to land close to the sideline. R2 runs under the net to play the ball while S2 is standing on the sideline to play the ball. S2 and R2 almost collide, but S2 is able to successfully play the ball.	<b>Ruling:</b> If the ball clearly crosses inside the antenna, interference by R2. If the ball clearly crossed over or outside the antenna, interference by S2. If the referees are unable to determine the ball's trajectory, no fault has been committed, and the rally continues.	<b>Reference:</b> 10.1 11.2 11.4.2
<b>10.08</b> R2 is standing close to the net when S2 contacts the ball so that it hits R2 below the net before it completely crosses the vertical plane of the net.	<b>Ruling:</b> The ball is "out." Next service to Team R. If, in the judgment of the 1st referee, no player from Team S could have made a play on the ball before it passed under the net, there was no interference.	<b>Reference:</b> 10.1.3 11.4.2
<b>10.09</b> A served ball hits and tears the net.	<b>Ruling:</b> If, in the judgment of the 1st referee, the served ball had no chance of crossing the net, it is a service fault. If a served ball hits and tears the net, but crosses the net to the opponent's playing area, the rally shall be canceled and replayed.	<b>Reference:</b> 10.3.2

## Rule 11: Player at the Net

Reaching Beyond the Net; Penetration under the Net; Contact with the Net; Players' Faults at the Net

<b>11.01*</b> As R2 attacks the ball, blocker S1 reaches beyond the net and touches the ball simultaneously with R2's attack-hit.	<b>Ruling:</b> Legal play. It would be a fault if the blocker had contacted the ball first.	<b>Reference:</b> 14.3
<b>11.02</b> S1 attacks the ball as it penetrates the net plane. R2 contacts the ball simultaneously in a blocking action.	<b>Ruling:</b> Legal play. Since the ball had penetrated the net plane, both players may contact the ball provided the contact is within their own team's playing space	<b>Reference:</b> 11.1.1 11.4.1
<b>11.03</b> R2's second team hit is falling near the net in an area where, in the 1st referee's judgment, no Team R player could reach the ball. S2 reaches beyond the net and blocks the ball.	<b>Ruling:</b> Blocking fault on S2. A blocker may not touch the ball beyond the net until an opponent has executed an attack-hit.	<b>Reference:</b> 11.1.1 11.4.1 13.1.2 14.3
<b>11.04</b> S2 jumps to block and kicks R2 in the leg, knocking R2 off balance. The ball falls to the court near R2. In the judgment of the 1st referee, R2 could have made a play on the ball if the contact with S2 had not occurred.	<b>Ruling:</b> Penetration fault on S2. Even though accidental, S2's penetration into the opponent's space below the net interfered with an opponent's play.	<b>Reference:</b> 11.2.1 11.4.2



<p><b>11.05*</b> S1 jumps to block and kicks R2's leg, knocking R2 off balance. R2 then contacts the bottom of the net. The ball continues to Team S's playing area.</p>	<p><b>Ruling:</b> Point to Team S. S1 has interfered with R2. The signal is to indicate the offending player.</p>	<p><b>Reference:</b> 11.2.1</p>
<p><b>11.06</b> After Team A's first or second contact, the ball travels toward the middle of the net. A player from Team B places his hands near the net (on his side of the net) in the path of the ball. The ball contacts the net, which causes the net to contact the stationary hands of the Team B player. This action deflects the ball and affects the natural rebound of the ball from the net.</p>	<p><b>Ruling:</b> Since the player on Team B moved to place his hands in the path of the ball, the net touch in this action meets the USAV/FIVB interpretation of "interferes with play" and should be called a net fault by the Team B player.</p>	<p><b>Reference:</b> 11.4.3</p>
<p><b>11.07</b> After diving to set the ball, R1 falls into Team S's court. Both feet remain on Team R's side of the net. S1 attempts to move into position to block the ensuing attack, but must take an indirect path to avoid contacting R1.</p>	<p><b>Ruling:</b> Penetration fault on R1. Although R1 is in an otherwise legal position, R1 interfered with S1's play.</p>	<p><b>Reference:</b> 11.2.1</p>

<p><b>11.08</b> After attacking the ball, S1 penetrates underneath the net and slightly touches the blocker. The ball is shanked far away from the court by the defender.</p>	<p><b>Ruling:</b> No fault. Contact, by itself, does not mean interference. The contact must hinder the ability of the opponent to play the ball.</p>	<p><b>Reference:</b> 11.1.2 11.2.1 11.4.2</p>
<p><b>11.09</b> A ball is passed by S2 outside the antenna on the side of the 2nd referee and his/her teammate, coming under the net to try to retrieve the ball, is deliberately obstructed by R2.</p>	<p><b>Ruling:</b> Interference by R2. It is illegal for a player to substantially alter his/her position in order to prevent the opponents from making a legitimate play on the ball. This fault should be whistled by the 2nd referee.</p>	<p><b>Reference:</b> 10.1.2 10.1.2.1 11.4.3</p>
<p><b>11.10*</b> After a block, the blocker falls on the sand, partially on the opponent side. The ball falls on the blocker, still lying on the side of the opponent. The attacking team had no chance of playing this ball.</p>	<p><b>Ruling:</b> No fault. Interference would only occur if the blocking player lying in the ground would hinder an opponent's legitimate attempt to play the ball. As this was not the case here, the referee should treat this ball as if it had landed on the ground, with the blocking team consequently and correctly winning the rally</p>	<p><b>Reference:</b> 11.2.1 11.4.3</p>
<p><b>11.11*</b> S1, close to the 1st referee, crosses under the net to the opponent's court whilst trying to recover a ball that had passed the vertical plane of the net through the crossing space. R1, whilst playing the ball, was contacted by S1.</p>	<p><b>Ruling:</b> Interference by Team S. Because the ball went through the crossing space legally, Team S had no right to play the ball. If the ball had crossed outside the crossing space, Team R would have committed interference because Team S had the right to play the ball.</p>	<p><b>Reference:</b> 11.4.3</p>

<p><b>11.12</b> After jumping to set the ball, S2 lands and begins to transition to a defensive position. During this action, S2 brushes the body of the net with an elbow.</p>	<p><b>Ruling:</b> Play continues. Contact with the net by a player is only a fault if the player is in the act of playing the ball or it interferes with play. Since the player had completed their playing action and was in transition to their next play, they are no longer considered in the act of playing the ball.</p>	<p><b>Reference:</b> 11.3.1 11.4.3</p>
<p><b>11.13</b> S1 sets a legal ball over the net. S2 runs behind S1 for a fake attack near the antenna. S2 makes contact with the net while the ball is being dug by R1 at the opposite end of the net.</p>	<p><b>Ruling:</b> Play continues. Since S2's net contact occurred away from the playing action of the ball and did not interfere with play, it does not constitute a fault.</p>	<p><b>Reference:</b> 11.3.1 11.4.2</p>
<p><b>11.14</b> R1 passes the first team hit directly into the body of the net. S2 is standing near the net and places both hands in a position near the net in order to deflect the natural rebound of the ball. The ball contacts the net and S2's hands and then falls immediately to Team R's court.</p>	<p><b>Ruling:</b> Net fault on S2. S2's actions interfered with play by hindering the opponent's legitimate attempt to play the ball.</p>	<p><b>Reference:</b> 11.3.1 11.4.4</p>
<p><b>11.15</b> S2 is off-balance after attacking a ball and makes contact with the top band of the net outside the antenna.</p>	<p><b>Ruling:</b> Play continues. Contact with any part of the net or net supports outside the antennae is permitted unless the contact interferes with play.</p>	<p><b>Reference:</b> 11.3.2</p>

<p><b>11.16</b> R1 overpasses the ball. As S2 attacks the ball, R2 pulls down on the bottom of the net to make the referees believe S2 is contacting the net during the attack. S2 hits the ball to the floor of Team R's court. The 2nd referee observes the net contact.</p>	<p><b>Ruling:</b> Net fault by R2. The 2nd referee will whistle and signal the fault. The 1st referee will then award a point and service to Team S. Additionally, R2 may be given an individual misconduct sanction.</p>	<p><b>Reference:</b> 11.4.4</p>
<p><b>11.17</b> R1 hits the net with her loose ponytail while playing the ball. The referees allow play to continue.</p>	<p><b>Ruling:</b> The decision of the referees is correct. Touching the net with loose hair is not a fault. It would only be a fault if it affected the opponent's ability to play the ball or interrupted the rally (e.g., a ponytail gets tangled in the net).</p>	<p><b>Reference:</b> 11.3</p>
<p><b>11.18</b> S2 jumps to block the ball. As she is landing, her jersey touches the net.</p>	<p><b>Ruling:</b> The uniform is considered part of the body. If the uniform touches the net during the action of playing the ball, it is a net fault.</p>	<p><b>Reference:</b> 11.4.3</p>
<p><b>11.19</b> After playing the ball, R1 runs into the net post, shaking the net violently.</p>	<p><b>Ruling:</b> Legal play. Contact with any part of the net and net supports outside the antennae is permitted unless the contact interferes with play.</p>	<p><b>Reference:</b> 11.3.2</p>
<p><b>11.20</b> S1 enters the service zone of an adjacent court while playing the ball.</p>	<p><b>Ruling:</b> Legal. The free zone, including the service zone of an adjacent court, is a playing area.</p>	<p><b>Reference:</b> USAV 11.2</p>
<p><b>11.21</b> R2 enters an adjacent court after playing the ball.</p>	<p><b>Ruling:</b> "Out." A player may not enter an adjacent court before, during, or after playing a ball.</p>	<p><b>Reference:</b> USAV 11.2</p>

<p><b>11.22</b> There is a match scheduled on an adjacent court later in the day. R1 enters the adjacent court to play the ball.</p>	<p><b>Ruling:</b> “Out.” An adjacent court is considered to be “out” until there is no competition playing or scheduled on that court for the rest of the day. If an adjacent court is considered “out” at the start of the match, it must remain that way until the conclusion of the match. If an adjacent court is considered “in” at the start of the match, but the adjacent court starts competition, the adjacent court is now considered “out.”</p>	<p><b>Reference:</b> USAV 11.2</p>
<p><b>11.23*</b> The hat of an attacking player falls from his/her head and touches the net.</p>	<p><b>Ruling:</b> No fault. While the hat is part of the player’s uniform and part of the player, this only applies if the hat is physically contacting the player. This applies to other equipment the player may be wearing.</p>	<p><b>Reference:</b> 11.3.1</p>
<p><b>11.24</b> The ball hits the top of the net, causing the net to touch the blocking player.</p>	<p><b>Ruling:</b> No fault. If the ball is driven into the net, causing it to touch an opponent, no fault is committed.</p>	<p><b>Reference:</b> 11.3.3</p>

## Rule 12: Service

First Service in a Set; Authorization of the Service; Screening;  
Faults Made During the Service; Serving Faults

<p><b>12.01</b> S1 tosses the ball for service and just prior to the ball falling to the floor, sends the ball over the net with both hands.</p>	<p><b>Ruling:</b> Serving fault. The service was not executed properly. The ball must be hit with one hand or any part of the arm.</p>	<p><b>Reference:</b> 12.4.1 12.6.2</p>
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<p><b>12.02</b> S1 tosses the ball into the air for service, but then catches the ball.</p>	<p><b>Ruling:</b> Serving fault. The service was not executed properly. Once the ball has been tossed or released for service, any contact with the server shall complete the service attempt.</p>	<p><b>Reference:</b> 12.4.1 12.4.2 12.6.1.2</p>
<p><b>12.03</b> Prior to the moment of the service hit, S1 is standing with the left foot near the right side line and the right foot on the ground clearly outside the sideline. At the moment of the service hit, S1 raises the right foot off the floor.</p>	<p><b>Ruling:</b> No fault. At the moment of the service hit or take-off for a jump service, the server must not touch the court (the end line included) or the ground outside the service zone.</p>	<p><b>Reference:</b> 12.4.3 1.4.2</p>
<p><b>12.04*</b> S1 is standing outside the extension of the right side line, and behind the end line when the 1st referee authorizes service. The server's approach begins from outside the service zone, but the service hit occurs while the server is standing within the service zone.</p>	<p><b>Ruling:</b> No fault. At the moment of the service hit or take-off for a jump service, the server must not touch the court (the end line included) or the ground outside the service zone. Servers are permitted to start their approach outside the service zone, behind the end line, provided contact with the ball takes place from within the service zone.</p>	<p><b>Reference:</b> 12.4.3 1.4.2</p>
<p><b>12.05</b> S1 executes a serve by kicking the ball.</p>	<p><b>Ruling:</b> Serving fault. The service was not executed properly. The ball must be hit with one hand or any part of the arm.</p>	<p><b>Reference:</b> 12.4.1 12.6.1.2</p>

<p><b>12.06</b> S2 is positioned at the net while S1 is serving. R1 raises her hand and requests that S2 take a step so that she may see.</p>	<p><b>Ruling:</b> The 1st referee should wait to authorize serve until all potential screening issues are resolved. S2 should comply with R1's request. If S2 does not comply, an individual misconduct sanction may be given.</p>	<p><b>Reference:</b> 12.5</p>
<p><b>12.07</b> R1 raises his hand after the authorization for service to indicate a potential screen. S2 serves the ball into Team R's court.</p>	<p><b>Ruling:</b> For the first occurrence, the rally should be replayed. However, R1 should be reminded that potential screening requests should come before the authorization for service and subsequent late requests will result in a delay sanction.</p>	<p><b>Reference:</b> 12.5</p>
<p><b>12.08</b> Team S serves the ball. Team R's captain complains that Team S is screening.</p>	<p><b>Ruling:</b> In order for screening to be whistled, the receiving player must be prevented from seeing both the server and the flight of the ball. With one blocker, it is highly unlikely that the entire server and path of the ball were blocked. The 1st referee should inform Team R that they may request Team S's blocker to take a step to alleviate potential screening concerns.</p>	<p><b>Reference:</b> 12.5.1</p>
<p><b>12.09</b> While serving the ball, S1's foot passes under the line.</p>	<p><b>Ruling:</b> Foot fault. A server's foot may not go under the end line.</p>	<p><b>Reference:</b> 12.4.3</p>
<p><b>12.10</b> S1 repeatedly serves before the whistle for service.</p>	<p><b>Ruling:</b> For the first occurrence, S1 should be reminded to wait for the authorization for service. For subsequent violations, a delay sanction should be issued.</p>	<p><b>Reference:</b> 12.3</p>

<p><b>12.11*</b> A player is serving with one foot close to the end line, and pushes some sand, causing the line to move.</p>	<p><b>Ruling:</b> No fault. Only contact with the line or passing under the line are considered foot faults. The 1st referee and line judges should be mindful that the line often moves due to sand, and they should only call a foot fault if they are sure one has occurred.</p>	<p><b>Reference:</b> 12.4.3</p>
<p><b>12.12*</b> Immediately after the service authorization, the player drops the ball.</p>	<p><b>Ruling:</b> If the referee determines that the player has released the ball with the intention of initiating a service, this is a service fault. Otherwise, this is not considered a fault.</p>	<p><b>Reference:</b> 12.4.1 12.4.2</p>

### Rule 13: Attack Hit

#### Attack Hit; Restrictions of the Attack Hit; Faults of the Attack Hit

<p><b>13.01*</b> S1 sets S2. S2 plays the ball with open-hand finger action. The ball crosses the plane and contacts Team R's blocker.</p>	<p><b>Ruling:</b> Illegal attack. If the attacking action is prior to the blocking action, open-hand finger action is illegal.</p>	<p><b>Reference:</b> 12.4.1 12.4.2</p>
<p><b>13.02</b> S1 passes a ball into the vertical plane of the net. S2 and R2 contact the ball simultaneously with open-hand finger action.</p>	<p><b>Ruling:</b> Legal. Players may use open-hand finger action during a joust.</p>	<p><b>Reference:</b> 9.1.2.3</p>



<p><b>13.03</b> S1 and R2 contact the ball simultaneously with open-hand finger action in the vertical plane of the net for a “joust.” R2 removes his hand from the ball. S1 continues pushing the ball forward and the ball goes out of bounds off of R2.</p>	<p><b>Ruling:</b> Illegal attack. While the open-hand finger action was initially legal due to the “joust,” when R2 removed his hand from the ball, S1’s contact with the ball no longer met the requirements of the “joust.”</p>	<p><b>Reference:</b> 9.1.2.3</p>
<p><b>13.04</b> S1 attempts to attack the ball. However, S1 mishits the ball, and it rolls off S1’s fingers into Team R’s court.</p>	<p><b>Ruling:</b> Legal. This does not meet the definition of open-hand finger action. As long as the contact is a regular attacking motion, the location of the ball on the hand does not matter.</p>	<p><b>Reference:</b> 13.2.3</p>
<p><b>13.05</b> S2 attempts to set S1. The ball goes over the net and lands legally in Team R’s court.</p>	<p><b>Ruling:</b> Legal. As long as a player is attempting to set their own partner, an overhand pass does not have to be perpendicular to the line of the shoulders.</p>	<p><b>Reference:</b> 13.2.5</p>
<p><b>13.06*</b> S2 sets the ball over the net. The release point is perpendicular to the line of the shoulders. However, the wind catches the ball and the ball lands on Team R’s not perpendicular to the line of the shoulders.</p>	<p><b>Ruling:</b> Legal. When determining the legality of an attack-hit using an overhead pass, the only relevant factor is whether or not the release point is perpendicular to the line of the shoulders. The location of the ball is not relevant.</p>	<p><b>Reference:</b> 13.2.5</p>

<b>13.07</b> R1 attacks the ball with straight, rigid fingers.	<b>Ruling:</b> Legal. Commonly called a “cobra,” this play does not meet the definition of open-hand finger action, and the fingertips are rigid and together.	<b>Reference:</b> 13.2.3
<b>13.08</b> R2 attacks the ball with two knuckles and a thumb.	<b>Ruling:</b> Illegal attack. A thumb is considered a finger for the purposes of defining open-hand finger action.	<b>Reference:</b> 13.2.3
<b>13.09</b> S2 attacks a ball that is completely on the opponent’s side of the net.	<b>Ruling:</b> Reaching over fault. A player may never attack a ball that is completely in the opponent’s space.	<b>Reference:</b> 13.2.1
<b>13.10</b> S1 attacks the ball with semi-extended, non-rigid knuckles.	<b>Ruling:</b> Legal as long as the ball does not contact the player’s fingertips. Additionally, this play does not meet the definition of a caught or thrown ball.	<b>Reference:</b> 9.2.2 13.2.3
<b>13.11</b> S2 sets S1 who swipes the ball with two hands off of R1’s block.	<b>Ruling:</b> Illegal attack. Because S1 contacted the ball first, this does not meet the definition of a joust. To swipe the ball requires the player to move the release point sideways, outside the perpendicular line of the shoulders.	<b>Reference:</b> 13.2.5
<b>13.12</b> S1 is observed to make a small touch at the block, S2 defends the attack, and S1 sets the ball (3rd team contact) over the net. The set <b>IS</b> perpendicular to the line of S1’s shoulders and is handled cleanly. The ball lands on Team R’s side.	<b>Ruling:</b> Legal play. The contact was the team’s 3rd contact, and the hand set was perpendicular to the line of S1’s shoulders.	<b>Reference:</b> 13.2.5

<p><b>13.13</b> S1 is observed to make a small touch at the block, S2 defends the attack, and S1 sets the ball (3rd team contact) over the net. The set is <b>NOT</b> perpendicular to the line of S1's shoulders but is handled cleanly. The ball lands on Team R's side.</p>	<p><b>Ruling:</b> Illegal attack. The hand set was not perpendicular to the line of S1's shoulders and she could not have been attempting to set her partner because the set was the team's third contact.</p>	<p><b>Reference:</b> 13.2.5</p>
<p><b>13.14</b> S2 attacks the ball into the tape near R1's block. R1 is observed to make a small touch at the block, then digs the ball low (2nd team contact). R2 sets the ball cleanly, but not "square" towards R1. The ball falls onto the Team S side.</p>	<p><b>Ruling:</b> Illegal attack. While it is understandable that R2 may not know that R1 touched the ball twice during the blocking and defensive actions, the set from R1 will be the team's 3rd contact. Therefore, R1 may not "attempt to set his partner" and Team S receives the point because the set was not perpendicular to R1's shoulders.</p>	<p><b>Reference:</b> 13.2.5</p>

### Rule 14: Block

Blocking; Block Contact; Blocking Within the Opponent's Space; Block and Team Hits; Blocking the Service; Blocking Faults

<p><b>14.01</b> R1 attacks the ball over the net. S1 contacts the ball while reaching higher than the net but is five feet from the net and plays the ball straight up in the air. S1 then contacts the ball again. <a href="#">View Video</a></p>	<p><b>Ruling:</b> Double contact. While S1 satisfies the first criteria of a block, the other criteria are questionable. Taken apart, being five feet from the net and playing the ball straight up in the air can still satisfy the requirements of the blocking rule. Taken together, these two elements provide enough evidence that the player is not intercepting the ball, but playing the ball to his/her teammate.</p>	<p><b>Reference:</b> 14.1.1 14.4.1 14.4.2</p>
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<p><b>14.02</b> R1 redirects a ball in the plane of the net with one hand.</p>	<p><b>Ruling:</b> To determine whether a redirection is an attack or a block, the 1st referee should evaluate the movement of the player's arms. Generally, redirection should be almost entirely wrist movement, and if the player's arms move significantly, the action should be evaluated for cleanliness and/or open-hand attack criteria. Additionally, the ball may not visibly come to rest in the player's hands. Redirecting the ball with one hand should be evaluated the same as a redirection with two hands.</p>	<p><b>Reference:</b> 13.1.1 13.2.4 13.2.5 14.1.1</p>
<p><b>14.03</b> R1 and S2 attempt to play the ball in the plane of the net. R1 contacts the ball first and redirects the ball. The ball visibly comes to rest in R1's hands before the redirection.</p>	<p><b>Ruling:</b> Caught/Thrown Ball. Even though the blocker is redirecting the ball, the ball still may not be caught or thrown. The ball visibly coming to rest is a clear indication of a caught ball.</p>	<p><b>Reference:</b> 9.2.2 14.1.1</p>
<p><b>14.04</b> S1 attacks the ball into R2's block. The ball hits S1's head and S1 plays it again.</p>	<p><b>Ruling:</b> If any part of S1 is reaching higher than the net, this is a block and Team S has one more touch. However, if S1 is completely below the net, this is a double contact.</p>	<p><b>Reference:</b> 14.1.1 14.4.1</p>
<p><b>14.05</b> R2 attempts to block a serve.</p>	<p><b>Ruling:</b> Play continues. Attempting to block a serve is not illegal.</p>	<p><b>Reference:</b> 14.1.1 14.1.2</p>

<p><b>14.06*</b> S1 serves a fast ball very low across the net. R2, who is very tall and is near the net, reaches higher than the top of the net to deflect the low trajectory of the ball. R1 makes the next contact of the ball.</p>	<p><b>Ruling:</b> Blocking fault by R2. It is forbidden to block an opponent's serve.</p>	<p><b>Reference:</b> 14.5 14.6.3</p>
<p><b>14.07</b> S1 blocks the ball with both arms outside the antenna.</p>	<p><b>Ruling:</b> Blocking fault. Players may not block the ball from outside the antenna. Referees should use Signal 12 (Blocking Fault).</p>	<p><b>Reference:</b> 14.6.2</p>
<p><b>14.08</b> R2 was blocking at the sideline and had both arms across the plane of the net with an arm on each side of, but not in contact with, the antenna. R2 contacted the ball over the opponent's court with the hand on the inside of the antenna.</p>	<p><b>Ruling:</b> Blocking fault by R2, who blocked the ball in the opponent's space from outside the antenna. Referees should use Signal 12 (Blocking Fault).</p>	<p><b>Reference:</b> 14.6.5</p>
<p><b>14.09</b> In a collective block, S1 reaches beyond the plane of the net outside the antenna. S2 is inside the antenna and reaches beyond the net, contacting the ball.</p>	<p><b>Ruling:</b> Blocking fault. Part of the collective block was outside the antenna. Referees should use Signal 12 (Blocking Fault).</p>	<p><b>Reference:</b> 14.1.4 14.6.5</p>

<p><b>14.10</b> S2 is reaching higher than the top of the net in an attempt to block R2's attack. The ball contacts S2 in the chest, which is lower than the top of the net. S2 then turns and passes the ball to S1.</p>	<p><b>Ruling:</b> Legal play. To be considered a blocker, a player must be reaching higher than the top net. The height of the contact with the ball is not considered. Any player, including the blocker, may make the first hit after the block.</p>	<p><b>Reference:</b> 14.1.1 14.4.2</p>
<p><b>14.11*</b> The ball is close to the net, but the blocking action resembles more a set than a block.</p>	<p><b>Ruling:</b> This is the 1st referee's judgment. If the player's action is not regarded as a block, the referee should look at how clean the contact was and the trajectory of the ball after the contact.</p>	<p><b>Reference:</b> 9.3.3 9.3.4 13.2.5</p>
<p><b>14.12</b> The ball is near the net and the blocking player redirects the ball.</p>	<p><b>Ruling:</b> Assuming all of the other blocking criteria are met, this is legal. However, the ball still may not be caught or thrown.</p>	<p><b>Reference:</b> 14.2</p>
<p><b>14.13*</b> S2 is late to block and the ball contacts his/her hands while he/she is approximately 1 meter from the net. S2 then plays the ball again.</p>	<p><b>Ruling:</b> There is no definition for close to the net. The referee must penalize it as a double contact fault if he/she believes the first contact of this player did not satisfy the requirements of a block. The distance from the net is important, as a block must be completed "close to the net". However, a taller player's body may be further from the net than a smaller one, yet the hands can be over the net – so "close to the net" can be relative and depend on a variety of factors.</p>	<p><b>Reference:</b> 9.3.4 14.1.1</p>

## Chapter Five: Interruptions and Delays

### Rule 15: Regular Game Interruptions

Number of Regular Interruptions; Request for  
Regular Game Interruptions; Sequence of  
Interruptions; Time-Outs and Technical Time-Outs;  
Improper Requests

<p><b>15.01</b> During a rally, an errant ball rolls onto the court and interferes with play. The 1st referee whistles and signals a replay. Before the 1st referee authorizes the re-serve, a captain requests a service order check.</p>	<p><b>Ruling:</b> Proper request. There has not been a completed rally. However, service order is the responsibility of the officials, and a service order check is not considered a regular game interruption. The 2nd referee and scorer should verify that the correct server is serving.</p>	<p><b>Reference:</b> 15</p>
<p><b>15.02</b> During a rally, an errant ball rolls onto the court and interferes with play. The 1st referee whistles and signals a replay. Before the 1st referee authorizes the re-serve, a captain requests a time-out.</p>	<p><b>Ruling:</b> Improper request. There has not been a completed rally. If the 2nd referee whistles to acknowledge the request, the team should be assessed a delay sanction.</p>	<p><b>Reference:</b> 15</p>
<p><b>15.03</b> R1, who is not the captain of Team R, requests a timeout.</p>	<p><b>Ruling:</b> Improper request. Only the captain may request regular game interruptions. If the 2nd referee whistles to acknowledge the request, the team should be assessed a delay sanction.</p>	<p><b>Reference:</b> 15.3</p>

<p><b>15.04</b> Team R's captain requests a time-out a point before the technical time-out.</p>	<p><b>Ruling:</b> This is a legal request. However, the referees should verify with the captain that he/she is aware that the technical time-out is the next point before accepting the time-out.</p>	<p><b>Reference:</b> 15</p>
<p><b>15.05*</b> Team R requests and is given a time-out. At the end of Team R's time-out, Team S requests a time-out.</p>	<p><b>Ruling:</b> Legal request. A team may take a time-out following the other team's timeout.</p>	<p><b>Reference:</b> 15.2.1</p>
<p><b>15.06*</b> Early in the first set, Team R received a delay warning. In the same set, Team R's captain requests a second time-out.</p>	<p><b>Ruling:</b> Improper request. An improper request may be issued at any point regardless of previous events in the set.</p>	<p><b>Reference:</b> 15.5 15.5.3</p>
<p><b>15.07*</b> S1, who is not the captain, requests a time-out. S2, who is the captain then requests a time-out during the same interruption.</p>	<p><b>Ruling:</b> The referees should issue an improper request for the first request. If a delay sanction applies, the captain's time-out request will be denied. If no delay sanction applies, the captain's time-out request will be accepted.</p>	<p><b>Reference:</b> 15.3 15.5.2 15.5.4</p>



<p><b>15.08*</b> Team R's captain deliberately requests a time-out slightly before or simultaneously with the whistle for serve by the 1st referee.</p>	<p><b>Ruling:</b> If the 2nd referee is able to whistle the request before or simultaneously with the 1st referee's whistle for serve, the request should be accepted. Otherwise, the request will not be accepted, and an improper request will be assessed. It is the responsibility of the captain to signal for a time-out early enough so that the referee may whistle before the authorization for service.</p>	<p><b>Reference:</b> 15.1</p>
<p><b>15.09*</b> The 1st referee mistakenly awards a point to one team. The other team requests a time-out before the referee changes his/her call.</p>	<p><b>Ruling:</b> Because the decision that the team based their time-out upon was changed, the team may cancel their time-out, and the players return to the court.</p>	<p><b>Reference:</b> 22.2.1</p>
<p><b>15.10</b> During a team's one minute time-out, the 2nd referee blows their whistle at 45 seconds into the time-out.</p>	<p><b>Ruling:</b> Correct procedure. In the timeout procedure, 15 seconds are allowed for players to leave the court, 30 seconds are allowed at the team area, and 15 seconds are allowed for players to return to the court. The 2nd referee whistles at 45 seconds into the timeout to indicate to the teams that it is time to return to the court.</p>	<p><b>Reference:</b> 15.4.1</p>

<b>15.11*</b> After the whistle for service, the Team R captain requests a time-out, which is not whistled, and begins walking to their bench.	<b>Ruling:</b> The service should be executed. The time-out request was not granted, and Team R had no right to leave the court. Additionally, this is an improper request.	<b>Reference:</b> 12.3 15.5.4 16.1 16.2.1 16.2.2 16.2.3
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## Rule 16: Game Delays

### Type of Delays; Delay Sanctions

<b>16.01</b> Team R is given a delay warning in the first set. In the second set, Team R's captain requests the team's second time-out. This request is whistled.	<b>Ruling:</b> Delay penalty. Teams may only have one delay warning per match.	<b>Reference:</b> 16.2.2 16.2.3
<b>16.02*</b> The 2nd referee blows the whistle to indicate the end of a time-out. Team S promptly moves onto the court, but Team R remains seated in their team area.	<b>Ruling:</b> The 1st referee may issue Team R a delay warning. If the team then fails to return to play in a reasonable time, it may be further sanctioned with a delay penalty. The 2nd referee should take an active role in helping to return Team R to the court to avoid any delay sanction.	<b>Reference:</b> 16.1.1
<b>16.03</b> After completion of a rally, the 1st referee gives the players sufficient time to prepare for the next service. Just before the referee blows the whistle for service, R2 stops to wipe sand off.	<b>Ruling:</b> If in the 1st referee's judgment this was a delay, then a delay sanction should be administered. Wiping sand off or cleaning glasses must be done without delaying the set. The referees should be especially observant when the opponents are serving.	<b>Reference:</b> 16.1.4

<p><b>16.04</b> After losing a rally, Team R turns their backs to discuss strategy for the next play.</p>	<p><b>Ruling:</b> The 1st referee should allow reasonable time for the players to move to their positions for the next service. The 1st referee may, per the rules, immediately assess Team R a delay sanction. The 1st referee may consider informing the game captain that if the action is repeated, the team will be sanctioned.</p>	<p><b>Reference:</b> 16.1.3</p>
<p><b>16.05*</b> A team has been granted one time-out. Later in the set, the team's game captain makes a second request for time-out, and it is acknowledged and whistled by the 2nd referee. After the time-out has been granted, the scorer realizes that this is the team's second time-out and notifies the 2nd referee.</p>	<p><b>Ruling:</b> The time-out will be immediately terminated and the 1st referee notified of the error. The 1st referee will inform the game captain that a team delay warning is being assessed since the action created an interruption in play.</p>	<p><b>Reference:</b> 15.5.3 16.1.4</p>
<p><b>16.06</b> Players go to an external tent to get water.</p>	<p><b>Ruling:</b> Players are required to return to their team area time-outs and set intervals. Players may be warned the first time this occurs, but subsequent violations result in a delay sanction.</p>	

## Rule 17: Exceptional Game Interruptions

Injury; External Interference; Prolonged Interruptions

<p><b>17.01</b> Team R attacks a ball that is blocked by S1. S1 lands and twists an ankle. The ball lands out of bounds and the 1st referee whistles the play dead.</p>	<p><b>Ruling:</b> Next serve to Team R. The ball is “out” off of Team S. While the injury technically happened just before the play ended with the referee’s whistle, the injury had no effect upon the result of the play.</p>	<p><b>Reference:</b> 17.1.1</p>
<p><b>17.02</b> R1 is injured during the match. Team R’s captain requests a medical time-out. The 2nd referee informs Team R’s captain that they must take their time-out before a medical time-out is taken.</p>	<p><b>Ruling:</b> Incorrect. A team may take their time-out before a medical time-out, but it is not required.</p>	<p><b>Reference:</b> 17.1.1</p>
<p><b>17.03</b> S2 is injured during the match and requests medical staff. Medical staff take 4 minutes to arrive.</p>	<p><b>Ruling:</b> S2 still has 5 minutes of recovery time remaining. The recovery time begins when medical staff arrives at the playing court unless no accredited medical staff is available, or the player chooses to be treated by his/her own medical personnel.</p>	<p><b>Reference:</b> 17.1.2</p>
<p><b>17.04</b> R2 is injured during the first set and is given a medical time-out. Later in the match, R2 is injured again.</p>	<p><b>Ruling:</b> Team R may take their team timeout if they have one remaining. However, a player may only be granted a medical time-out once per match. If R2 is unable to play, the team is declared incomplete for the set.</p>	<p><b>Reference:</b> 17.1.2</p>

<b>17.05</b> R2 is injured during the first set and is given a medical time-out. Later in the match, R2 is injured again. R1 requests a medical time-out for himself.	<b>Ruling:</b> R1 may take a medical time-out. However, only R1 may receive medical treatment during this time.	<b>Reference:</b> 17.1.2
<b>17.06*</b> S1 is injured and is given a medical time-out. S1 leaves the playing area to go to the medical tent but does not return within 5 minutes.	<b>Ruling:</b> If an injured player needs to leave the playing area, the 2nd referee must accompany them. In the event that a referee does not accompany the player, and they do not return on time, the team is declared incomplete for the match.	<b>Reference:</b> 17.1.2
<b>17.07*</b> S2 has a small blood injury.	<b>Ruling:</b> If the injury is small, the referees may allow the player to fix the injury without charging a team or medical time-out.	<b>Reference:</b> 17.1.2
<b>17.08</b> R2 looks to be injured, and the referee stops play. R2 then states that they are able to play. The referees believe R2 is faking an injury.	<b>Ruling:</b> Replay. There are no means for the 1st referee to recall his/her decision. The referee should not enter into a debate about the validity of the injury with any of the players. If this behavior is repetitive, a head referee should be informed.	<b>Reference:</b> 17.1.1
<b>17.09*</b> S1 requests assistance from the referees to help fix an injury.	<b>Ruling:</b> Referees should always ensure quick access to medical staff but should not be providing personal medical assistance.	<b>Reference:</b> 17.1.2 23.2.7

<p><b>17.10*</b> S2 requests to go to the toilet/bathroom during the match.</p>	<p><b>Ruling:</b> If this request does not delay the normal sequence of the match, it should be allowed, and a referee should accompany the player outside of the playing area. However, if this request does delay the normal sequence of the match, a medical time-out will be charged to the player.</p>	<p><b>Reference:</b> 17.1.2</p>
<p><b>17.11</b> As players are entering the court to start the match, R1 is having issues breathing.</p>	<p><b>Ruling:</b> Team R may take either a team time-out or a medical time-out for R1 before the match.</p>	<p><b>Reference:</b> 17.1.2</p>
<p><b>17.12*</b> R2 requests medical assistance during the interval between sets.</p>	<p><b>Ruling:</b> Legal. Players may request medical assistance during the time between sets or during time-outs. If medical assistance would delay the normal sequence of the match, the team must either take their team time-out or a medical time-out.</p>	<p><b>Reference:</b> 17.1.2</p>
<p><b>17.13*</b> Team R attacks the ball while a Team S player stops a ball from entering the court. The attacked ball lands on Team S's court near the player who was pushing the errant ball away.</p>	<p><b>Ruling:</b> If, in the 1st referee's judgment, the ball rolling near the court, although not actually on the court, clearly interfered with play, the rally should be replayed. The 1st referee may take advice from the referee corps.</p>	<p><b>Reference:</b> USAV 17.2</p>

<p><b>17.14</b> As S2 attacks the ball, a player from another court collides with a player from Team R who was not involved in the play. The ball lands on Team R's court. No Team R player had a play on the ball.</p>	<p><b>Ruling:</b> If, in the referee's judgment, the player coming onto the court did not interfere with play, Team S wins the rally. The 1st referee may take advice from the referee corps.</p>	<p><b>Reference:</b> USAV 17.2</p>
<p><b>17.15</b> After S1 serves the ball, a loose ball rolls onto Team R's court, and then the served ball hits the antenna.</p>	<p><b>Ruling:</b> Next service to Team R. The ball hitting the antenna is a service fault. The loose ball on the court did not interfere with play.</p>	<p><b>Reference:</b> USAV 17.2</p>
<p><b>17.16</b> S2 legally contacts the net away from the play and not in the act of playing the ball, causing the net to shake. A whistle is blown on an adjacent court, and the 1st referee and several players look at the 2nd referee to see if a fault was whistled. The ball lands on Team R's court near the sideline, but the 1st referee does not whistle to stop play. The 2nd referee indicates there was no net fault, and the 1st referee signals a replay. The Team S captain says the ball was "in" on Team R's court. Team R's captain states the team did not play the ball because they heard a whistle.</p>	<p><b>Ruling:</b> Improper ruling. If the 1st referee was not sure whether the ball landed in or out, a Ball Mark Protocol may be initiated. If after conducting a Ball Mark Protocol, it cannot be determined if the ball landed in or out, a replay may be directed. However, while whistles from adjacent courts are certainly distracting to both referees and players, they do not constitute external interference or an inadvertent whistle. When this occurs and one or more players stop playing, the referees must determine the winner of the rally if at all possible.</p>	<p><b>Reference:</b> USAV 17.2</p>

<p><b>17.17</b> The net is torn at the end of the first set. At the end of the first set, the tournament director moves the match to a nearby court and directs the 1st referee to resume play at the beginning of the second set. Team S's captain immediately complains that the entire match must be replayed since it has been moved to another court.</p>	<p><b>Ruling:</b> If a tournament director must move a match for the safe and expeditious completion of the tournament, the match should be continued from the point of the interruption. Since the interruption occurred immediately after the first set had been completed, the match will resume on the nearby court at the beginning of the second set.</p>	<p><b>Reference:</b> 17.3.2</p>
<p><b>17.18</b> A match is stopped due to weather. Play resumes 4.5 hours later.</p>	<p><b>Ruling:</b> The match must be replayed. Interruptions exceeding 4 hours require that the whole match is replayed.</p>	<p><b>Reference:</b> 17.3.3</p>
<p><b>17.19</b> A match has several interruptions for various reasons. The first interruption is 2 hours, the second interruption is 1 hour, and the third interruption is 2 hours for a total of 5 hours.</p>	<p><b>Ruling:</b> After the third interruption, the match must be replayed. Several interruptions exceeding 4 hours in total require that the whole match is replayed.</p>	<p><b>Reference:</b> 17.3.3</p>
<p><b>17.20</b> A match is stopped due to weather.</p>	<p><b>Ruling:</b> The decision regarding how or if to resume, restart, or cancel any interrupted match must be made in accordance with host organization and administration.</p>	<p><b>Reference:</b> 17.3.1</p>



<b>17.21*</b> A ball retriever catches a ball in the field of play before the player can play it.	<b>Ruling:</b> The 1st referee must blow the play dead and replay the rally. Only when auxiliary staff or officials initiate contact with a ball in the playing area can a replay be issued.	<b>Reference:</b> USAV 17.2
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## Rule 18: Intervals and Change of Courts/Switches

### Intervals; Change of Courts; Side Switches

<b>18.01</b> During the interval between sets 2 and 3, the 2nd referee conducts a coin toss.	<b>Ruling:</b> Correct procedure. The 2nd referee may conduct the coin toss between sets 2 and 3.	<b>Reference:</b> 23.2.9
<b>18.02</b> The 2nd referee starts timing the intervals between sets 2 and 3. He/she takes one minute to conduct the coin toss. The 2nd referee blows the whistle after one more minute has passed.	<b>Ruling:</b> Correct procedure. All set intervals last two minutes. The coin toss is included in the interval between sets 2 and 3.	<b>Reference:</b> 7.1.2.3 18.1.1 USAV 18.1.1
<b>18.03</b> As teams change courts, a coach stops a player to give instructions.	<b>Ruling:</b> Coaching is permissible, but if the 1st referee feels resumption of play has been delayed, a delay sanction may be assessed. Coaches may not stop to talk during the side change.	<b>Reference:</b> 18.2.2
<b>18.04</b> The score is 8-7 in the first set when the referees discover that a court change was missed.	<b>Ruling:</b> If a side change is missed, it will take place as soon as the error is noticed. The score at the time of the court switch remains the same.	<b>Reference:</b> 18.2.2

<p><b>18.05*</b> The players of both teams switch sides when the scoreboard reads 2:3 in the deciding set. However, the Scorer points out that the score is still 2:2.</p>	<p><b>Ruling:</b> The teams should quickly be requested to return to their previous court sides, and the match is resumed with the correct score indicated on the score sheet.</p>	<p><b>Reference:</b> 18.2.1 18.2.2</p>
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## Chapter Six: Participants' Conduct

### Rule 19: Requirements of Conduct

#### Sportsmanlike Conduct; Fair Play

<p><b>19.01</b> The Team R captain continually questions the 1st referee's calls and asks for an explanation as to why the call was made. The 1st referee responds to each request, which periodically results in a delay to the resumption of play.</p>	<p><b>Ruling:</b> The 1st referee should not allow such action. When it becomes apparent that such action is going to occur frequently, the 1st referee may warn the captain. If the captain continues to question the referee's calls, the 1st referee should call the captain to the stand and assess a warning to the captain and team by showing a yellow card.</p>	<p><b>Reference:</b> 19.1.1</p>
<p><b>19.02</b> R2, who is not the captain, continually gives the 1st referee demonstrative "illegal hit" signals when S2 sets the ball.</p>	<p><b>Ruling:</b> The action by R#6 is intended to influence the 1st referee's decisions and may be sanctioned with a verbal warning, a yellow card warning, or with a misconduct penalty if the action continues.</p>	<p><b>Reference:</b> 19.1.3</p>

<p><b>19.03</b> Team S attacks a ball which lands out of bounds on Team R's side of the net. The 1st referee scans the line judges and 2nd referee to see if any are signaling that the ball was touched by a Team R player before landing out. No touch signal is being shown. R1 approaches the 1st referee and admits to touching the ball while blocking.</p>	<p><b>Ruling:</b> When a player admits a fault to a referee, the referee should accept this "honor call" in the spirit of fair play.</p>	<p><b>Reference:</b> 19.2.1</p>
<p><b>19.04</b> Prior to each serve by Team S, Team R players yell "Serve!" The captain from Team S complains that the Team R players are trying to distract his serve.</p>	<p><b>Ruling:</b> This is legal communication among teammates. If the 1st referee feels a team's pre-service communications are intended to distract the opposing team or server, a verbal warning or sanction may be issued to the captain.</p>	<p><b>Reference:</b> 19.2.1 19.2.2</p>

## Rule 20: Misconduct and Its Sanctions

Minor Misconduct; Misconduct Leading to Sanctions; Sanction Scale; Application of Misconduct Sanctions; Misconduct Before and Between Sets; Sanction Cards

<p><b>20.01*</b> At the end of a rally in the first set, R2 shows frustration after losing the rally by tugging on the bottom of the net.</p>	<p><b>Ruling:</b> Minor unsporting acts by a team member are not subject to sanction but a verbal warning should be issued. Any team member may receive more than one verbal warning during a match. If this behavior continues, the player should be sanctioned progressively. If the player breaks any of the net equipment, a misconduct penalty should be issued.</p>	<p><b>Reference:</b> 20.1 20.2.1 20.3.1</p>
<p><b>20.02</b> R1 has been sanctioned with a penalty. Later in the same match, R1 is guilty of minor misconduct unrelated to the penalty assessed earlier</p>	<p><b>Ruling:</b> Minor misconduct offenses are not subject to sanction. The 1st referee should verbally warn R1.</p>	<p><b>Reference:</b> 20.1</p>
<p><b>20.03</b> S2 was expelled in the first set. Later in the match, S1 is guilty of minor misconduct.</p>	<p><b>Ruling:</b> Misconduct sanctions are strictly individual sanctions and shall not take into account previous sanctions given to other members of the same team. Therefore, the 1st referee may issue warnings or penalties to the other player after a teammate has been expelled or disqualified.</p>	<p><b>Reference:</b> 20.1</p>

<p><b>20.04</b> A frustrated player kicks a ball after a rally has ended. Or, a player hits a ball well after a referee's whistle has ended a rally.</p>	<p><b>Ruling:</b> The 1st referee must determine the severity of actions such as these and issue a warning or sanction. It is possible that a warning to the player or team is appropriate. However, if the action is dangerous to players, officials, or spectators, the 1st referee should judge this to be rude conduct and sanction the player with a penalty. In addition, if the referee judges the player has intentionally directed the ball toward an opponent, official, or spectator, the player may be sanctioned with disqualification for aggression.</p>	<p><b>Reference:</b> 20.2 20.3.1 20.3.2 20.3.3</p>
<p><b>20.05</b> R2 is attempting to move to a position to save a ball falling near the net. S1 ducks under the net and yells at R2 in such a manner that R2 is distracted but still able to save the ball.</p>	<p><b>Ruling:</b> The 1st referee should stop play and immediately penalize S1 for rude conduct. Point and service to Team R.</p>	<p><b>Reference:</b> 19.2.1 20.2.1</p>
<p><b>20.06</b> S2 is attempting to save a ball falling near the boundary line when R1 yells "Out!" S2, thinking it was their teammate yelling, allows the ball to fall onto a boundary line.</p>	<p><b>Ruling:</b> As soon as R1 yelled, this action became rude conduct. The 1st referee should stop play immediately and assess a penalty to R1. Point and service to Team S.</p>	<p><b>Reference:</b> 19.2.1 20.2.1</p>

<p><b>20.07</b> R2 uses insulting language toward an opponent. R2 has not received any previous verbal warnings or sanctions in the match.</p>	<p><b>Ruling:</b> The referees should normally try to prevent teams and players from reaching the sanctioning level. However, should a clear case of offensive conduct be committed, the 1st referee must expel the player without regard to previous sanctions.</p>	<p><b>Reference:</b> 20.3.2</p>
<p><b>20.08*</b> As teams change courts between sets, S2 makes an unsporting remark to R2. R2 then uses profanity toward S2. After the set interval, both players return to the court with their partner.</p>	<p><b>Ruling:</b> Unsporting conduct between sets is penalized at the beginning of the next set. When opponents are issued a penalty sanction for simultaneous unsporting acts, the serving team player is penalized first, followed by the receiving team player. In this case, the penalty to S2 is assessed resulting in a point and service to Team R. Then, the penalty for R2 will be assessed. Team S will be awarded a point and service, and the second server for Team S will be the first server of the set with a score of 1-1.</p>	<p><b>Reference:</b> 20.2.1 20.3.1 20.5</p>

<p><b>20.09</b> During set 2, R1 is assessed a yellow card warning for complaining to the 1st referee about judgment calls. Later in the same set, the coach for Team R makes a similar complaint (one that would normally receive a yellow card warning) about a judgment call.</p>	<p><b>Ruling:</b> Since each team can only receive one yellow card warning per match, and Team R has already been assessed a yellow card in this match, the 1st referee assesses the coach with an Individual Red Card (penalty) for unsporting conduct.</p>	<p><b>Reference:</b> 20.1</p>
<p><b>20.10</b> During set 1, S1 is assessed a red card penalty for yelling profanity through the net at the opponents. Later in the set, S1 yells more profanity through the net at the opponents.</p>	<p><b>Ruling:</b> The player should be sanctioned with a misconduct penalty. A player may receive two red cards in the same set before being expelled.</p>	<p><b>Reference:</b> 20.3.1</p>
<p><b>20.11*</b> During set 1, S2 receives two red cards. Later in the set, S2 yells profanity through the net at the opponents.</p>	<p><b>Ruling:</b> S2 should be expelled and Team S declared incomplete for the set. A player may only receive two red cards in a set.</p>	<p><b>Reference:</b> 20.3.1</p>
<p><b>20.12</b> During set 1, S2 receives two red cards. Later in the set, S1 yells profanity through the net at the opponents.</p>	<p><b>Ruling:</b> S1 should be sanctioned with a misconduct penalty. Each player may only receive two red cards in the same set, but this does not apply to the team as a whole.</p>	<p><b>Reference:</b> 20.3.1</p>

<b>20.13</b> During set 1, S2 pushes an opposing player during the side change.	<b>Ruling:</b> S2 should be disqualified and Team S declared incomplete for the match. The first physical attack is sanctioned by disqualification.	<b>Reference:</b> 20.3.3
<b>20.14</b> During a ball mark protocol, R1 crosses under the net to dispute the ball mark.	<b>Ruling:</b> R1 should be sanctioned with a misconduct penalty. It is rude conduct to cross under the net.	<b>Reference:</b> 20.2.1
<b>20.15*</b> R2 disagrees with the referee's decision and tears his/her uniform in anger.	<b>Ruling:</b> This should be considered rude conduct and R2 should be issued a misconduct penalty (red card).	<b>Reference:</b> 20.3.1
<b>20.16*</b> In between sets, the 2nd referee overhears a loud derogatory comment about the 1st referee.	<b>Ruling:</b> The 2nd referee should report this conduct to the 1st referee as soon as possible. The 1st referee then sanctions the player as he/she believes appropriate.	<b>Reference:</b> 20.1 20.2 20.4
<b>20.17*</b> After the match has been completed, a player gets upset and starts abusing the net equipment.	<b>Ruling:</b> This conduct should be reported in the remarks section of the score sheet and reported to event management or a head referee, if available.	<b>Reference:</b> 20.4
<b>20.18</b> A coach, standing outside the court during the match, is constantly abusing the referees about their decisions.	<b>Ruling:</b> If the coach is a member of the team, he/she may be penalized appropriately. If the coach is not a member of the team, they should be dealt with as a spectator, and event management should be notified.	<b>Reference:</b> USAV 4.1.4.8



## SECTION II – THE REFEREES, THEIR RESPONSIBILITIES, AND OFFICIAL HAND SIGNALS

### Chapter Seven: Refereeing Corps and Procedures

#### Rule 21: Composition

Composition; Procedures

<p><b>21.01</b> At a junior tournament, only one player is provided for a work assignment.</p>	<p><b>Ruling:</b> When players are officiating themselves, it is at the discretion of the tournament director what procedures the work team must follow. However, it is recommended that work teams be required to have two players. One player should be standing and officiating while the other player is sitting and keeping score.</p>	<p><b>Reference:</b> Not addressed.</p>
<p><b>21.02</b> Only the 1st referee is provided for a match.</p>	<p><b>Ruling:</b> This is common in the beach volleyball game. When only a 1st referee is provided, he/she will inherit the duties of all other positions. The 1st referee may use all of the tools at their discretion to help with this increased workload such as slowing the tempo, conducting ball mark protocols, asking players to do simple court maintenance, etc.</p>	<p><b>Reference:</b> 21.1</p>

<b>21.03</b> The referees indicate a time-out, technical time-out, or side switch.	<b>Ruling:</b> A double whistle should be used to indicate all game interruptions.	<b>Reference:</b> Not addressed.
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## Rule 22: 1st referee

### Location; Authority; Responsibilities

<b>22.01</b> During a match, a line judge repeatedly makes incorrect calls and uses improper mechanics which confuse the teams and the other officials.	<b>Ruling:</b> The 1st referee must have a thorough pre-match discussion with the line judges to ensure that they are familiar with proper mechanics and procedures. If a line judge does not perform his/her functions properly, especially after thorough instructions, the line judge (or any member of the officiating crew) may be replaced provided a suitable replacement is available	<b>Reference:</b> 22.2.1
<b>22.02</b> Prior to authorizing the serve, the 1st referee notices that a videographer has set up a camera on a tripod in the free zone in the corner of the court.	<b>Ruling:</b> The 1st referee is responsible for determining before and during the match whether the playing area equipment and the conditions meet playing requirements. Both referees should frequently survey the court to make sure the playing area and the area surrounding it is safe and free of obstructions including ball bags, player equipment, spectator belongings, trash, etc. This should be done during warm-ups, before the match, during time-outs and the intervals between sets, and between rallies.	<b>Reference:</b> 22.2.5

<p><b>22.03</b> After the match, the 1st referee reviews the score sheet.</p>	<p><b>Ruling:</b> At the end of the match, some of the things the 1st referee is responsible for are: reviewing the score sheet for accuracy, verifying the results, and finally, signing the score sheet.</p>	<p><b>Reference:</b> 22.3.3</p>
<p><b>22.04</b> The 1st referee signals to end the set.</p>	<p><b>Ruling:</b> The 1st referee should whistle and use Signal 9. The 1st referee should then whistle again and indicate teams to the net (end of match) or to their team area (end of set) with open arms.</p>	<p><b>Reference:</b> Not addressed.</p>
<p><b>22.05</b> A team has to default due to a medical injury that happened before the start of the match.</p>	<p><b>Ruling:</b> Both referees should make sure that the score sheet is completed with all necessary details, noting the cause of the default in the remarks section of the score sheet. It is not necessary to conduct a coin toss, or warm-up period.</p>	<p><b>Reference:</b> 6.4</p>
<p><b>22.06*</b> A ball lands near the line, and the 2nd referee gives a signal to the 1st referee which is different from the line judge signal.</p>	<p><b>Ruling:</b> Ideally the 2nd referee must not assist with a different signal from the line judge unless he/she is 100% sure, and that being the case, then the 1st referee should follow the 2nd referee indication. However, the 1st referee should, in sequence: 1) whistle immediately, then 2) take in all the information from the other officials, then 3) decide, based on what he/she has seen himself/herself 4) take responsibility for that decision.</p>	<p><b>Reference:</b> 8.3 8.4</p>

<b>22.07*</b> A ball comes very close to a line. The line judge signals “out”, yet both referees believe that the ball touched the line.	<b>Ruling:</b> The 2nd referee should indicate ball “in” (to assist the 1st referee only). The 1st referee must overrule the line judge (signaling the ball as “in”).	<b>Reference:</b> 8.3
<b>22.08*</b> During play, the ball is slightly touched by the blocker, and the 1st referee didn’t see the contact.	<b>Ruling:</b> The 1st referee should always have eye contact with his/her 2nd referee and line judges, to see if they are providing a signal before making a judgment call.	<b>Reference:</b> 14.1.3 14.4.1
<b>22.09</b> After awarding a point to Team A, the 1st referee receives further information from the rest of his/her crew. The 1st referee then awards the point to Team B.	<b>Ruling:</b> The 1st referee has the final authority when ruling on plays. As long as the next rally has not started, he/she may reconsider their decision.	<b>Reference:</b> 22.2
<b>22.10</b> The ball retrievers make numerous mistakes that delay the match.	<b>Ruling:</b> It is primarily the responsibility of the 1st referee to monitor the work of the ball retrievers. It is best practice to inform the ball retrievers of their expectations and duties before the match begins.	<b>Reference:</b> 3.3 22.2.2
<b>22.11</b> A fan is using an artificial noisemaker that is a) an air horn b) a whistle c) a cowbell	<b>Ruling:</b> Artificial noisemakers are prohibited, regardless of type. Event management should be notified when a spectator is using a prohibited noisemaker. If the use of the noisemaker directly affects the outcome of the play, a replay may be issued under the external interference rule.	<b>Reference:</b> USAV Competition Guidelines 17.2

## Rule 23: 2nd referee

### Location; Authority; Responsibilities

<p><b>23.01</b> During a match, the 2nd referee notices that the scorer has made numerous errors while recording information. These errors have made the score sheet inaccurate.</p>	<p><b>Ruling:</b> Although the 2nd referee has primary communication with the scorer, any concerns with the scorer's ability to record match information should be reported to the 1st referee. The 2nd referee may recommend that the scorer be replaced. Prior to the match, the first and 2nd referee should ensure that the scorer has been properly instructed in the use of the USAV score sheet. This will reduce the likelihood of errors during the match. Also, the 2nd referee should maintain consistent communication with the scorer during the course of the match in order to quickly identify any scoring concerns.</p>	<p><b>Reference:</b> 23.2.3</p>
<p><b>23.02</b> A third team hit a) touches, b) crosses over, or c) crosses completely outside the antenna on the 2nd referee's side of the court.</p>	<p><b>Ruling:</b> In all cases the 2nd referee should immediately whistle, step to the offending team's side of the net, and then signal "out." There is no need to further clarify the signal by pointing to the antenna. The nature of the play suggests that if a referee whistles and signals "out" while the ball is otherwise still in play, the antenna must be the nature of the fault. It may be necessary to indicate the player that hit the ball into the antenna before the 1st referee awards point and service to the appropriate team.</p>	<p><b>Reference:</b> 23.3.2.7</p>

<p><b>23.03</b> During a rally, a team's third hit completely crosses the net outside the antenna behind the 1st referee</p>	<p><b>Ruling:</b> Each referee is responsible for whistling and signaling a ball that has crossed the net totally or partially outside the crossing space on the referee's side of the court. In this case, the 2nd referee may assist the 1st referee, if requested, by discreetly signaling "out" to the 1st referee. The 1st referee should turn on the stand in order to view a ball that may cross the net outside the crossing space, or to view the legality of the contact with the ball.</p>	<p><b>Reference:</b> 23.3.2.7</p>
<p><b>23.04</b> After the match, the 2nd referee reviews the score sheet.</p>	<p><b>Ruling:</b> At the end of the match, some of the things the 2nd referee is responsible for are: reviewing the score sheet for accuracy and verifying the results. The 2nd referee also initials the score sheet.</p>	<p><b>Reference:</b> 23.3.3</p>
<p><b>23.05</b> The Team A captain asks how many time-outs they have used, and the 2nd referee tells them they have not called a time-out. The captain calls a time-out, and the 2nd referee whistles and acknowledges the time-out. The scorer then informs the 2nd referee that the team had already used a time-out.</p>	<p><b>Ruling:</b> The 2nd referee should immediately whistle to end the time-out and get the teams back on the court. The team is not assessed a delay sanction due to the 2nd referee's incorrect information. If the captain waits and calls a time-out later in the set, and the time-out is recognized by the 2nd referee, the team would be assessed a delay sanction since they did not directly act upon the misinformation.</p>	<p><b>Reference:</b> Not addressed.</p>

<p><b>23.06*</b> The serving player serves from outside the extension of the 2nd referee's sideline. The 2nd referee whistles and indicates a fault.</p>	<p><b>Ruling:</b> Incorrect procedure. The 2nd referee has whistled outside his/her jurisdiction. However, the 2nd referee may discreetly indicate to the 1st referee that they think a fault has occurred.</p>	<p><b>Reference:</b> 23.3</p>
<p><b>23.07</b> A ball lands close to the sideline on the 2nd referee's side. The 2nd referee quickly does a ball mark protocol.</p>	<p><b>Ruling:</b> If this is discussed before the match, the 2nd referee may quickly look at a ball mark and give the 1st referee his/her opinion.</p>	<p><b>Reference:</b> 23.3.2.5</p>
<p><b>23.08*</b> The ball touches the sand, and the 1st referee isn't in the right position to call the ball.</p>	<p><b>Ruling:</b> The 2nd referee may immediately whistle and signal the ball down.</p>	<p><b>Reference:</b> 23.3.2.5</p>
<p><b>23.09*</b> A player recovers a ball after it has completely passed under the vertical plane of the net.</p>	<p><b>Ruling:</b> The 2nd referee should immediately whistle and signal the fault. If the 2nd referee does not whistle the fault, the 1st referee may whistle.</p>	<p><b>Reference:</b> 23.3.2.6</p>

<p><b>23.10*</b> Between sets, the second referee confirms the service order of the teams.</p>	<p><b>Ruling:</b> Correct procedure. The referee should:</p> <ol style="list-style-type: none"> <li>1) initially ask the team that lost the 1st set coin toss for its decision.</li> <li>2) ask the other team for its decision based on the remaining alternatives. These two steps should determine the team to serve and the respective sides of the court.</li> <li>3) additionally, the referees should determine the teams' service order.</li> </ol>	<p><b>Reference:</b> 7.6</p>
<p><b>23.11*</b> During a match the ball is disputed at the net with a series of quick play actions. It is unclear who touched the ball last. After these actions the ball lands outside the sideline near the 2nd referee.</p>	<p><b>Ruling:</b> The 2nd referee should initially and very obviously move into the side of the team committing the fault and using private signals indicate ball in or out (to assist the 1st referee only). The 1st referee should observe the line judge and 2nd referee's signal(s) and then signal the team to serve, the nature of the fault and, if necessary, the player at fault. If the 1st referee decides that the contact was simultaneous, then the result should be "ball out", and the fault is against the team on the opposite side of the net from where the ball landed. The 1st referee can indicate the player who last touched the ball in a decisive manner. However, referees must distinguish between simultaneous and "wipe off" actions.</p>	<p><b>Reference:</b> 9.1.2.2 21.2.3.1</p>



<p><b>23.12*</b> A player serves and the ball crosses over the antenna on the 2nd referee's side of the court.</p>	<p><b>Ruling:</b> The 2nd referee should immediately blow his/her whistle. If the 2nd referee is not sure if this fault has occurred, they may look towards the line judges to confirm.</p>	<p><b>Reference:</b> 10.1.1.2 23.3.2.4</p>
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## Rule 24: Scorer

### Location; Authority; Responsibilities

<p><b>24.01*</b> Before the start of the 1st set, the scorer finds out that the service order is different from what the score sheet indicates.</p>	<p><b>Ruling:</b> The scorer should immediately inform the referees. Initially, the referees should check the score sheet to determine its correctness. If there is any possibility of error in the communication or recording of the service order, this should be corrected, and the relevant player should be allowed to serve.</p> <p>A referee should generally accept the decision of the players as it does not change the nature of the match substantially and no comparative advantage is gained.</p>	<p><b>Reference:</b> 7.3 7.7</p>
<p><b>24.02*</b> A captain asks the scorer for the number of time-outs used by the other team.</p>	<p><b>Ruling:</b> The scorer should not respond to this request and should notify the 2nd referee. Captains may only request the number of timeouts their team has used and may not do so repeatedly in order to delay the match.</p>	<p><b>Reference:</b> 15.1 16.1 16.2</p>

<p><b>24.03*</b> A player disagrees with the scorer and the referees about who is to serve.</p>	<p><b>Ruling:</b> The referees should check the 4 boxes labeled I to IV (1-4) which correspond to the service order. The number of the player is inserted next to this box. The team that serves first will be serving I and III in the serving order. The other team II and IV. The scorer follows a regular pattern in recording the services, regardless of which team commences the service, A (left side) or B (right side). It is important that the 2nd referee checks which team served first for that set. This will ensure that the service order is correctly initially recorded.</p>	<p><b>Reference:</b> 7.6</p>
<p><b>24.04</b> A team defaults due to a medical injury.</p>	<p><b>Ruling:</b> The scorer should issue the winning team the necessary number of points/sets to win. Then, they should record the match result and add a remark in the remarks section.</p>	<p><b>Reference:</b> 6.4 26.2.2.7</p>
<p><b>24.05</b> The teams finish their official warm-up and enter the court to start their match. Player #1 for Team A goes to the serving position. However, the captain for Team A indicated that #2 would be the first server.</p>	<p><b>Ruling:</b> The scorer should immediately inform the referees of the discrepancy.</p>	<p><b>Reference:</b> 7.7.2 24.2.2.2</p>

## Rule 25: Assistant Scorer

Location; Authority; Responsibilities

<b>25.01</b> During a match, a team is repeatedly confused about which player should be serving.	<b>Ruling:</b> The assistant scorer should display, by use of a paddle or hand signals, which player is supposed to be serving.	<b>Reference:</b> 25.2.2.1
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## Rule 26: Line Judges

Location; Authority; Responsibilities

<b>26.01</b> During a play, the line judge sees the ball touch a blocker.	<b>Ruling:</b> The line judge should indicate this touch to the 1st referee by doing a “half-touch” signal. Use the "soft" touches by holding the flag horizontal to the ground.	<b>Reference:</b> 26.2.1.8
<b>26.02</b> A Ball Mark Protocol is initiated.	<b>Ruling:</b> The responsibility of a line judge during a Ball Mark Protocol to identify and point out the ball mark to the 1st referee.	<b>Reference:</b> 26.2.1.1