

UNIFORMS – CONTRAST CLARIFICATION

The addition of the words “light and dark” in the rulebook is a clarification of what contrast means. We want the number to contrast clearly with the jersey color. We want the Libero to be clearly contrasting with their teammates’ jerseys.

Uniforms are always going to be a debate on what is legal or what is not. There are colors that are rarely questioned (black vs white) and some that are constantly being questioned. Examples blue and black or red and black. It often depends on the shade of the color but can also depend on the lighting, how sweaty a player may get, and the eye of the beholder.

The definition of “contrast” is:

The state of being strikingly different from something else in juxtaposition or close association.

- *Enhancement of the apparent brightness or clarity of a design provided by the juxtaposition of different colors or textures.*
- *The degree of difference between tones in a television picture, photograph, or other image.*

In summary, the difference between light and dark.

With that said, there are going to be colors that may not be the best option(s) for contrast. Some will be better than others. We cannot possibly list every bad combination in the rulebook. When you have a white jersey, a red jersey is the dark color. But compared to a black jersey, red is the light color. We need to look at the jerseys and decide if we can pick out the Libero quickly or if we can read the number easily. If we can answer “yes” to those questions, we are good to go. The rule still says “clearly contrasting.”

CATCH AND THROW – STILL A RULE

Our sport has seen many changes in the last few years. One of the biggest rule changes was the elimination of the double hit on 2nd contact. Most of our constituents have been accepting of this rule change. In last Rules Interpretation newsletter, we talked about not making calls based on body position or technique—we apply the rules.

Speaking of rules...we still have a catch and/or throw as a fault.

9.2.2: The ball must not be caught and/or thrown. It can rebound in any direction.

9.3.3: CATCH: the ball is caught and/or thrown; it does not rebound from the hit.

One of the current trends is to contact the ball, many times with two hands, and push or throw the ball into the block or swipe the block with the ball. We MUST watch the initial contact and judge the length of contact before the ball hits the blockers. Many times this could be a catch before it contacts the block. We need to be ready for this. Don’t let it surprise you. Otherwise you will miss the length of contact on the attack.

SERVING TEAM – NO HANDS ABOVE THE HEAD

12.5.3: Any player of the serving team is forbidden to raise their hands above the head during service, until the ball has passed beyond the net. The 1st referee may warn a team through the game captain, if he/ she suspects that the team is deliberately screening.

This rule was added to help with screening. Here are some clarifications.

- One hand above the head is still illegal—both hands must be below the head.
- Hands on TOP of the head is illegal. The rule says, “is forbidden to raise their hands above the head.” Top of the head is above.
- Hands behind the head is okay.
- Hands stretched out to the sides is okay—as long as they are below the head.

The 1st referee must look at the serving team before beckoning for the serve. One or more players with hand(s) above the head can be an automatic call. The other parts of the screening rule do not have to be met to call screening for having hands above the head.

We still have a screening rule where hands above the head are not a factor. See USAV 12.5.2 for the full screening rule.

WARM-UP AREA CLARIFICATION

In the critical rules and points of emphasis at the start of the season, we defined a location for the warm-up area. This was to give some consistency, particularly on courts using Sport Court tiles at larger events. There was some confusion as to whether or not the warm-up area always started at the end line.

The current warm-up area rule says:

USAV 1.4.5: Warm-Up Area

The warm-up area is outside the free zone at the end of each bench or bench area, and not nearer the court than the front of the team bench. Substitutes must not interfere with play or the officials' duties.

The modified warm-up area will depend on the setup. In some venues where there are a limited number of chairs for the bench, the bench players may stand at the end of the bench and no nearer to the court than the front of the bench and/or beyond the endline extended and no closer to the court than 1.75 meters. **[Diagram 1]**

When the bench extends to the endline or farther, bench players may stand in front of the bench as long as they are beyond the endline extended and no closer to the court than 1.75 meters. **[Diagram 2]**

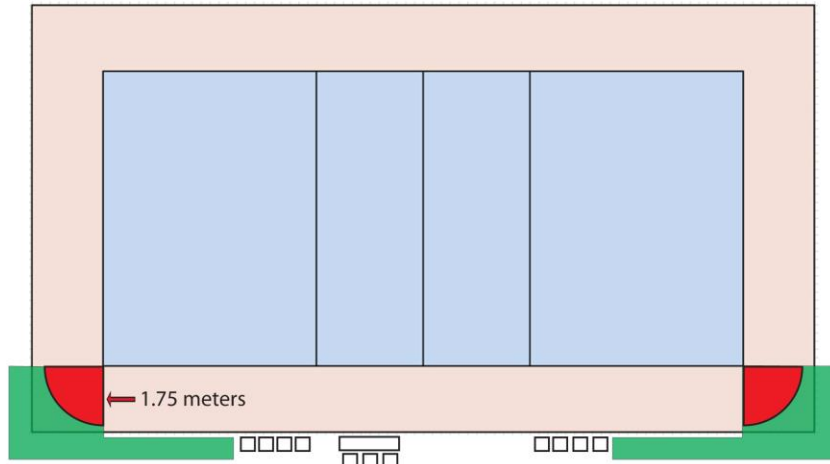
When spectator seating extends to the end of the free zone, bench players may not stand in front of the spectators. **[Diagram 3]**

The rule is to allow some leniency and flexibility for players to stand in the warm-up area.

DIAGRAMS

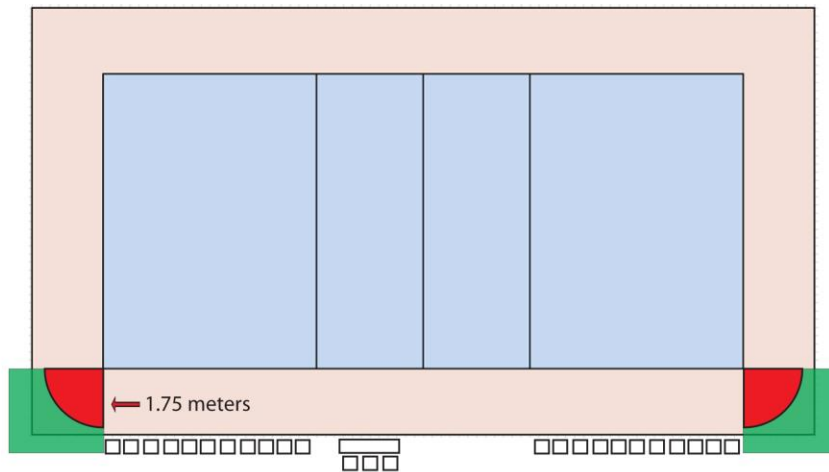
When the bench does not extend past the endline

Diagram 1



When the bench extends to the endline or further

Diagram 2



When the bench does not extend past the endline and spectator seating extends to the end of the playable area

Diagram 3

