



COMPARISON OF SIGNIFICANT RULES NCAA Women's Rules and USAV Rules 2016

	NCAA (Women)	USA Volleyball
1. Playing surface	The playable surface consists of the court and at least 2 meters surrounding it, which must be flat and smooth. Additional playing area can have a lower surface by up to ½" as long as both surfaces are safe. <u>Free space requirement of 3 meters for facilities constructed after 2016.</u>	Entire playing surface must be flat, horizontal, and uniform (e.g. playing surface ends at the edge of the Sport Court). Minimum free zone space is 2 meters. The ball may be retrieved from beyond the free zone when the surface is lower by up to ½" or less and the entire area surrounding the court is free of obstructions.
2. Playing restrictions	A player must be touching the playable surface to legally play a ball over a non- playing area.	Ball may be retrieved from beyond the free zone when the surface change is lower by ½" or less and the area is free of obstructions. If this condition does NOT exist, then a player must be touching the playable surface to play a ball over a non-playing area.
3. Center line specifications	May have any or all of the following characteristics: <ul style="list-style-type: none"> • A solid (uninterrupted) line. • A solid interrupted line: 4-inch line, 2-inch break, 4-inch line, 2-inch break, etc. • A shadow-bordered line with .64- centimeter (¼-inch) borders. 	Must be a solid line.
4. Attack line extensions	Required.	Required for nationally sanctioned competitions; optional for other competitions.
5. Media location	Equipment and personnel cannot be in front of benches or in the front zone on the bench side. In other areas, must be within 1 meter of the barrier limiting the playable area. During timeouts and between sets, approved/ credentialed media personnel may enter the court.	Not specifically addressed, but 2 meters of free space surrounding the court is required.
6. Overhead clearance	12.5 meters (41 ft.) is recommended. For new facilities put into use after 2006, 7.62 meters (25 ft.) is required.	For nationally sanctioned competition, 7 meters (23 ft.) is required, and is recommended for all other competitions.
7. Service zone	Required to have 2 meters (6 ft. 6 in) of depth past the end line, with no allowance for extending this area into the court.	If 2 meters (6 ft. 6 in) of depth is not possible beyond end line, a line is placed within the court boundaries to mark the required 2 m.
8. Warm-up area	Warm-up area begins at the end line or the end of the team bench, whichever is nearer to the score table. It may extend to within 1.75 meters of the sideline or service zone, as long as substitutes' position does not interfere with the officials' duties.	Warm-up area starts at the end of the team bench or bench area, and may be no nearer the court than the front of the team bench. Substitutes must not interfere with officials' duties.
9. Penalty area	Not used.	Recommended – 1x1 meter area 1.5 meters behind each team's bench, with two chairs.
10. Temperature	Not addressed.	Minimum temperature of 10 degrees Centigrade (50 degrees F.)
11. Lighting	Questions about lighting should be directed to the NCAA Secretary-Rules Editor.	300 lux (27.9 foot candles) required measured 1m (39") above the playing surface.

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12. Referee platform	Required. Referee's platform and ladder must be distributed evenly behind the net pole, and the ladder must be distributed evenly at the back of the referee platform.	Considered basic equipment. If an appropriate referee stand cannot be provided, the first referee performs his/her functions from the floor. Must present the least potential hazard for participants.
13. Exposed cable	Must be covered.	Must be clearly identified and must be padded if cables present safety concern.
14. Band at top of net	May be 2" to 3 1/8"	May be 2" to 2 3/4"
15. Net sleeves	Allowed on top of net only, if secured in such a way that net height and play are not affected, and not greater than 3 3/8" wide.	Not specifically addressed by rule, but sleeves are typically permitted if net height and net integrity are not affected.
16. Net markings	Advertising is allowed on top tape, bottom tape, and/or tape outside antenna.	Not specifically addressed by rule.
17. Net posts	Recommended distance from sideline is 1 meter (39"). For facilities constructed after 2008, 1 meter is required.	Distance from sideline is .5 meter to 1 meter (20" to 39").
18. Ball characteristics	Surface must be a uniform, light color or a combination of colors with at least one-third of surface white or light. The "dimpled" ball used in international competition is not permitted, as the ball must be "smooth leather or leather-like" in composition	Surface must be uniform, light color or combination of colors.
19. Rosters	Not used. Designated coaches must be listed on first set lineup sheets.	Rosters are used at the discretion of the tournament, based on the specific Competition Regulations. When used, all team members, including managers, trainers, etc. are listed on roster. Players not listed on the roster cannot play.
20. Roster changes	No roster is used.	After roster is submitted, uniform number is correctable but incurs a penalty point. No player changes allowed.
21. Captain designation	One player must be designated as captain on the lineup sheet for each set, and is captain anytime that player is on the court. Libero may be designated as captain.	One team member must be designated as team captain on the roster, and is captain anytime he/she is on the court. Any time the team captain is not on the court, another player must be designated as the game captain. Libero may be designated as captain.
22. Limit to team members	No limit to the number of players on a team, or the number of coaches/staff.	Limited to 15 players and 5 coach/staff (unless modified by the specific Competition Regulations).
23. Non-disruptive coaching – ball in play	Non-playing team members are required to stay at least 1.75 meters from the court and completely outside the substitution zone.	<ul style="list-style-type: none"> The coach may stand or walk within free zone in front of team bench and at least 1.75 meters from the court without disrupting the match. One assistant coach at a time may stand to instruct players on the court, with the same location restrictions.
24. Non-disruptive coaching – ball out of play	<ul style="list-style-type: none"> No restriction on coach's location while seated on the bench. Only one coach at any time may address referee to clarify non-judgment ruling or confirm TO/sub information. Coaches may not delay the resumption of play to discuss a judgment decision. Coach(es) must not enter the substitution zone to request a rule clarification. 	<ul style="list-style-type: none"> If seated, the coach is required to sit on the bench nearest the score table. During a dead ball, the coach may stand or walk within free zone in front of the team bench without disrupting the match. One assistant coach at a time may stand to instruct players on the court, with the same location restrictions as the head coach and without disrupting the match.

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25. Designated coaches	<ul style="list-style-type: none"> All coaches must be designated on the first set lineup sheet. Any coach may instruct players or request interruptions/ lineup check. 	<ul style="list-style-type: none"> The coach signs the lineup sheet. Only the coach (or game captain) may request interruptions. Assistant coaches may not intervene in the match.
26. Assessing individual sanctions	<ul style="list-style-type: none"> Warning – Yellow card held in one hand. Each team member can receive an individual yellow card. Penalty – Red card held in one hand. Disqualification – Red and yellow cards held in separate hands. 	<ul style="list-style-type: none"> Warning – <ul style="list-style-type: none"> Stage 1: No card shown – verbal or hand communication through the game captain (not recorded on scoresheet). Stage 2: Yellow card held in one hand. Not technically a sanction but indicates that the team has reached the sanctioning level for the remainder of the match. Each team may only receive one yellow card per match. Penalty – Red card held in one hand. Expulsion – Red and yellow cards held in one hand. Disqualification – Red and yellow cards held in separate hands.
27. Expulsion and Disqualification	<ul style="list-style-type: none"> Expulsion sanction is not a part of the sanction scale. Disqualification results in penalty point for the opponent, who then serves next. Disqualified team members must leave team, playing, spectator areas for the remainder of current match and entire next match. 	<ul style="list-style-type: none"> No penalty point assessed for expulsion or disqualification. If a penalty area is available, expelled team members must remain seated there for remainder of set. If no penalty area is available, expelled players/substitutes remain seated on the bench for the remainder of the set. Other expelled team members must leave playing, bench and warm-up areas. Disqualified team members must leave playing, bench, warm-up, and spectator areas for the remainder of the current match.
28. Team sanctions	<ul style="list-style-type: none"> Delay Warning – yellow card held against the opposite wrist. Delay Penalty – red card held against opposite wrist. 	<ul style="list-style-type: none"> Delay Warning – yellow card held against the opposite wrist. Delay Penalty – red card held against opposite wrist.
29. Duration of sanctions	For the set.	For the match.
30. Sanction procedures	<ul style="list-style-type: none"> When a player on the court receives sanction, the captain must go to the stand to acknowledge the sanction. When a team member on the bench is sanctioned, or a delay sanction is assessed, the second referee immediately and clearly informs a coach. When an improper request is assessed, the second referee informs a coach at the end of the rally. The second referee whistles when requesting any sanction from the first referee. The first referee whistles when assessing an individual sanction, unless the sanction was requested by the second referee. 	<ul style="list-style-type: none"> When a player on the court receives a sanction, he/she goes to the referee stand to acknowledge the sanction. When a team member on the bench is sanctioned, the game captain goes to the referee stand for explanation. Captain communicates information to that team member, who acknowledges sanction with a raised hand. When a delay sanction is assessed, the captain goes to the referee stand for explanation. The captain or second referee informs the head coach if needed. When an improper request is assessed, the second referee informs the head coach (or the first referee informs the captain) at the first opportunity without delaying the match. The second referee does not whistle when requesting a sanction from the first referee. The first referee whistles when assessing a sanction.

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31. Electronic Aids	<ul style="list-style-type: none"> Statistical data may be transmitted to the bench from any location in the facility. Audio or video transmissions to the bench are prohibited. Video may be viewed between sets outside the bench area, playing area, and spectator areas. 	Not addressed.
32. Uniforms	<ul style="list-style-type: none"> All players except the libero must be dressed identically. Manufacturers' logos and lettering on uniforms are not required to be identical. If more than one player (other than the libero) wears a particular article of clothing as an exposed undergarment, all must be identical. 	<ul style="list-style-type: none"> All players except the Libero must be dressed identically, with the exception of small manufacturer logos. If more than one player (other than the Libero) wears an exposed undergarment, they must be similar and of the same color.
33. Uniform sleeve length	Uniforms must have identical sleeve length (except libero).	Sleeve length is not considered in determining the legality of jerseys. However, sleeved versus sleeveless (tank tops) are not considered the same.
34. Uniform numbers	<ul style="list-style-type: none"> Numbers must be centered on the back. On the front, the number must be either centered or placed on one shoulder with the top of the number no more than 5" from shoulder seam. Legal numbers are 0-99, inclusive. Double zero not allowed; leading zero (ex. "05") not allowed. 	<ul style="list-style-type: none"> Uniform numbers must be clearly visible and centered (both horizontally and vertically) on the player's chest and upper back. Legal numbers are 1-99, inclusive.
35. Uniform logo specifications	Manufacturer logos permitted. Size restrictions per NCAA guidelines [see Rule 7.1.3].	Manufacturer logos permitted. A single logo smaller than 2¼ square inches does not have to be identical.
36. Damaged uniform	Allow reasonable time to change uniform. No duplicate numbers may be worn by teammates playing in the same match.	Player may change uniform numbers between sets or after a substitution or timeout; the team is assessed a penalty point.
37. Libero uniform	<ul style="list-style-type: none"> Either the libero or her teammates must wear a solid-color jersey which must clearly contrast from the predominant color(s) of the teammate(s)' jersey. Libero's shorts may differ from teammates'. Libero may wear a vest to differentiate from teammates, but it must be numbered. 	<ul style="list-style-type: none"> The Libero must wear a jersey which clearly contrasts from the color(s) of the teammates' jersey. The Libero's shorts may differ from teammates'. Only a re-designated Libero may wear a bib or vest, and that player's number must be visible.
38. Solid Color uniforms – criteria	<ul style="list-style-type: none"> Sleeves must be the same color as the body of the jersey. Piping/Trim not exceeding 1" at its widest point may be placed along the seams and be a different color(s) than the uniform top. Lettering and collars can be a different color than the body of the jersey. Numbers must be a contrasting color and meet all other specifications in Rule 7.1.2. 	<ul style="list-style-type: none"> <u>The solid-color uniform rule has been eliminated.</u> The Libero(s) must wear a uniform which clearly contrasts with the rest of the team.
39. Solid Color Non-Compliance	Ask the coach if either the teammates or libero can change into a solid-colored uniform. If a solid-colored jersey is not available for either the libero or her teammates, the team must play without a libero. After the match, report the team to the NCAA Secretary-Rules Editor and the individual who assigned you to that match.	<u>The solid-color uniform rule has been eliminated.</u> The Libero must be in a legal, clearly contrasting uniform to participate in the match. If a clearly contrasting jersey is not available, the team must play without a Libero.

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40. Jewelry during play	Not allowed (exception – medical/religious identification may be removed from chain and taped or sewn under the uniform); delay sanction is assessed if jewelry removal delays the match.	A junior athlete participating in a junior event may not wear jewelry (medical/religious identification may be removed from chain and taped or sewn under the uniform); delay sanction is assessed if jewelry removal delays the match.
41. Jewelry during warm-ups	Preventive officiating recommended first. If a player does not comply promptly when directed to remove jewelry, a delay sanction is assessed.	Not addressed, but referees are responsible for safety of participants and should ask junior players to remove all jewelry, and adult players to remove jewelry which they deem unsafe.
42. Player equipment	<ul style="list-style-type: none"> • Splints/braces/casts allowed on arms or hands if padded and no advantage is gained. • Hair devices allowed. A headband, head sweatband or bandanna worn as a sweatband is permitted; however, hats and other bandannas are not permitted. 	<ul style="list-style-type: none"> • Splints/braces allowed on hands/arms if padded, will not cause an injury, and no advantage is gained. Casts are not allowed. • Hats are not allowed. Headgear that may cause an injury or give an artificial advantage must not be worn.
43. Definition of a rally	A rally begins at service contact and ends when the ball is out of play. A rally is completed when a point is awarded.	A rally is the sequence of playing actions from the moment of the service hit by the server until the ball is out of play. A completed rally is the sequence of playing actions which results in a point. This includes the award of a penalty point and a loss of rally for failing to serve within the time limit.
44. Control of player equipment	If a player's necessary equipment falls to the floor and creates a safety hazard, play is stopped and a replay is directed.	If a player's equipment falls to the floor and creates a safety hazard, play is stopped and a delay sanction assessed.
45. Reporting after the interval between sets.	If a team is not ready to play at the start of a set, a delay sanction is assessed. Each additional 30 seconds of delay results in a delay penalty up to a maximum of 5 minutes, after which the set is defaulted.	A team that, without justifiable reason, does not appear on court on time defaults the match.
46. When set officially ends and the interval between set begins	When the first referee signals change of sides to the teams (or, before a deciding set, when captains are released after coin toss).	When the first referee signals the final point of the set.
47. Pre-match warm-ups	<ul style="list-style-type: none"> • Warm-up protocols are defined by rule. • When both teams are on court, all warm-up activities must be on the team's own playing area. • When a team has exclusive use of the court, the other team must remain off the playing surface or at their bench. Neither shared hitting nor shared serving are allowed. 	<ul style="list-style-type: none"> • Warm-up protocols are defined by rule for specific tournaments and divisions. • For junior competition, when one team has exclusive use of the court, the other team must either be at its team bench or out of the playing area. Warming up with balls at the team bench or in spectator walkways is not permitted. • Neither shared hitting nor shared serving are prohibited in adult competition. In junior competition, neither shared hitting nor shared serving are allowed.
48. Warm-up between sets	Neither hitting nor serving is allowed between sets. Players may use balls on their own side of the playing area only.	Players may warm-up with balls on their court or in the free zone.
49. Timing interval before deciding set	Clock is started after the deciding coin toss is complete.	Clock is started when the first referee awards the final point of the set (as in all other sets).

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50. Coin toss and choice of playing area	<ul style="list-style-type: none"> Any team representative may attend pre-match and deciding set coin toss. Home team designates their playing area for the first set one hour before the match. Pre-match coin toss is for serve/receive only, and is called by the visiting team representative. Deciding set coin toss is conducted near the score table by the second referee; the toss is for serve/receive or playing area and is called by the home team representative. The second referee communicates the results of the toss to the first referee by extending an outstretched arm on the side of the team to serve first and giving the appropriate signal indicating if teams will remain on their sides or change courts. 	<ul style="list-style-type: none"> Team captains must attend both the pre-match and deciding set coin toss. Both pre-match coin toss and deciding set coin toss are for serve/receive or choice of playing area. Deciding set coin toss is conducted near the score table by the first referee, or the second referee if designated.
51. Ball use during timeout	Allowed off-court, past the end line.	Not allowed.
52. Lineups due for first set	At the three-minute mark on the countdown clock timing the warm-ups. If used, the libero's number must be entered on lineup sheet for each set.	Two minutes before end of timed warm-up period. If one Libero is used, Libero number must be entered on lineup sheet for each set. If two Liberos are used, Libero numbers are entered on lineup sheet for the first set and are designated for the match.
53. Change in lineup after submitted	For set one, lineups may be changed until the one-minute mark on the clock timing the warm-ups. Within one-minute of set one, and for all other sets, must use substitution.	Once the lineup sheet has been delivered to the second referee or scorer, no change in lineup may be authorized without a regular substitution.
54. Length of timeout	Default is 75 seconds. Coaches may agree to modify length to 60 or 90 seconds. Warning whistle is blown 15 seconds before end of timeout period.	30 seconds. No warning whistle is blown before end of timeout period.
55. Timeout ends early if both teams are ready	Yes, if both teams are ready to play. Horn is used to end the timeout.	No.
56. Substitution requests	<ul style="list-style-type: none"> Can be verbally requested by a designated coach or the playing captain. A substitute entering the substitution zone also constitutes a request. 	<ul style="list-style-type: none"> Initiated by the entrance of the substitute player into the substitution zone, ready to play. Coach/captain may verbally request in the case of an exceptional substitution.
57. Requesting a timeout, substitution, or lineup check	<ul style="list-style-type: none"> Designated coach(es) or captain may make request. Coach(es) must be in the bench or warm-up area to make request. Not allowed between authorization of the service and the end of the next rally. Substitution and timeout requests only allowed after a completed rally. 	<ul style="list-style-type: none"> The coach or captain may make request for timeout or lineup check. The coach must be in the bench area or in the free zone in front of the team bench from the extension of the attack line up to the warm-up area to make request. Not allowed between authorization of the service and the end of the next rally. Substitution and timeout requests only allowed after a completed rally.
58. Teams required to leave courts during timeouts	No. During a timeout, all team members may go anywhere in the facility except in the opponent's team area.	No. Referees may direct teams to benches for administrative purposes. Coach and non-playing team members may not enter court.
59. Exceptional substitution	Player replaced by exceptional substitution may not return to that set	Player replaced by exceptional substitution may not return to the match.
60. Maximum team substitutes	Fifteen team substitutions per set.	Twelve team substitutions per set.

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61. Notification of number of substitutions	<ul style="list-style-type: none"> • Scorer informs second referee when 12th – 15th substitutions are used; second referee then informs coach. • Second referee notifies first referee when 15th substitution is used by showing only the number “15” (no substitution signal). 	<ul style="list-style-type: none"> • Scorer informs second referee when 9th – 12th substitutions are used; second referee then informs coach. • Second referee notifies first referee when 12th substitution is used by showing substitution signal followed by the number “12.”
62. Substitutions requests in conjunction with timeouts	A substitution request may be followed immediately by a timeout request. Any number of substitution requests may be made during a timeout; an additional request may be made at the end of the timeout.	Only one substitution request per team can be made in each interruption (dead ball), even if a timeout is granted.
63. Number of liberos allowed	One libero may be designated for each set.	Up to two Liberos may be designated for each match. If two Liberos are designated on the first set lineup sheet, they are designated as Liberos for the entire match. If one Libero is designated on the first set lineup sheet, the team may change the designated Libero for any subsequent set or may choose not to use a Libero for any subsequent set. If no Libero is designated on the first set lineup sheet, the team may designate a single Libero or may choose not to use a Libero for any subsequent set.
64. Libero service restrictions	Libero may serve in one rotation in a set.	Either Libero may serve in one rotation in a set.
65. Incorrect libero replacement	<ul style="list-style-type: none"> • Can be corrected by the team prior to the next service contact. • Officials should correct errors as soon as they are recognized, including prior to next service contact; if officials get involved with correction, a delay sanction is assessed. • If play begins (service contact) after incorrect replacement, a position fault occurs. 	<ul style="list-style-type: none"> • Can be corrected by the team prior to the next service contact. • Officials should correct errors as soon as they are recognized, including prior to next service contact; if officials get involved with correction, a delay sanction is assessed. • If play begins (service contact) after incorrect replacement, a position fault occurs.
66. Libero status during timeout	<ul style="list-style-type: none"> • The assistant scorer and second referee verify that the correct players return to the court after the timeout. • The assistant scorer verbally informs the second referee whether each team’s libero was on or off of the court when the timeout was called. No formal signals are used. 	<ul style="list-style-type: none"> • The assistant scorer verifies that the correct players return to the court before completing any Libero replacements. • The commonly accepted signals should be used to indicate whether each team’s Libero was on or off of the court when the time out was called.
67. Libero injured during play	<ul style="list-style-type: none"> • The referee stops the rally, and the rally is replayed. • If the libero cannot continue playing, she must be replaced with the player she came in for. • The team is then allowed one substitution for the replacement player only. • The team also has the option to redesignate a new libero. 	<ul style="list-style-type: none"> • The referee stops the rally, and the rally is replayed. • If the Libero cannot continue playing, he or she must be replaced by the player the Libero came in for. • The team is NOT allowed a substitution for the replacement player since the rally has not been completed. • The team has the option to redesignate a new Libero if they have only designated one Libero for the set. • If the team designated two Liberos for the match, they may only redesignate a new Libero if both Liberos are unable to continue play.

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68. Redesignation of injured/disqualified libero	<ul style="list-style-type: none"> • If the libero is injured and cannot continue play, a new libero may be designated. • The injured libero may not play for the remainder of that set. • If the libero is disqualified, the team continues play with no libero player. 	<ul style="list-style-type: none"> • If a team has only one Libero, redesignation of the Libero is allowed at any time and for any reason (including disqualification). • If a team has two Liberos, redesignation is not allowed unless both Liberos have been declared unable to play. Only one new Libero may be designated. • Liberos who have been replaced using the redesignation process may not return to the match.
69. Prolonged delays	If a delay due to unusual circumstances results in a match being resumed (at any place/time), it will always be resumed at the point of delay.	<ul style="list-style-type: none"> • Less than 4 hours, same court or different court – match continued from the point of interruption. • More than 4 hours – match is replayed.
70. Toss for service	<ul style="list-style-type: none"> • One toss for service after the service is authorized. • Ball must be tossed or released before contact. • Time allowed for service contact – 8 seconds. 	<ul style="list-style-type: none"> • One toss for service after the service is authorized. • Ball must be tossed or released before contact. • Time allowed for service contact – 8 seconds (exceptions for 14 and under divisions – 2 tosses and 5 seconds allowed after each service authorization).
71. Points and actions removed due to wrong server or illegal player on the court	<ul style="list-style-type: none"> • If discovered before the opponent serves, points known to have been scored during a term of service in which an illegal substitute or wrong server is discovered are canceled. • Timeouts by the team not at fault, as well as substitutions, libero replacements, and team sanctions by either team during that span of points are removed. Timeouts taken by the team at fault and individual sanctions assessed to either team are not removed. • If the opposing team has served before the rotation fault is discovered, there is no cancellation of points for the offending team. 	<ul style="list-style-type: none"> • Where a player is found to be on the court but he/she is not registered on the score sheet list of players, the opponent's points will remain valid, and in addition they gain a point and service. The team at fault will lose all points and/or sets (0-25, if necessary) gained from the moment the non-registered player entered the court, and will have to submit a revised lineup sheet and send a new registered player into the court, in the position of the non-registered player. • Points are removed regardless of whether the opponents have served
72. Ball near or in the vertical plane of the net	A ball penetrating the vertical plane of the net may be returned to a team's playing area by a player on that team provided the ball has not completely crossed the vertical plane when the contact is made.	The player's contact with the ball must be made within his/her own playing space. The point of contact with the ball, not necessarily the position of the ball, is the determining factor.
73. Net contact	Contact with the net or antenna is not a fault unless it is made while playing the ball or it interferes with play. A blocker/attacker has completed their action when they transition to the next action.	Contact with the net by a player between the antennae, during the action of playing the ball, is a fault. The action of playing the ball includes (among others) take-off, hit (or attempt) and landing.
74. Contact with net, post or cables outside the net	Players may touch the post, ropes, or any other object outside the antennae, including the net itself, provided that it does not interfere with play or is not used as a means of support while contacting the ball.	Players may touch the post, ropes, or any other object outside the antennae, including the net itself, provided that it does not interfere with play.
75. Crossing the center line	Player can touch opponent's court with feet or hands, provided some part of extremity is on or above the center line. Players may also touch the opponent's court with an entire foot or hand or any other body part(s), provided the encroachment does not present a safety hazard, does not interfere with the opponents, and some body part is on/over the center line.	Player can touch opponent's court with feet or hands, provided some part of extremity is on or above the center line. Players may also touch the opponent's court with an entire foot or hand or any other body part(s), provided the encroachment does not present a safety hazard, does not interfere with the opponents, and some body part is on/over the center line.

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76. Match length	All matches are best 3 out of 5 sets	Matches may be the best 2 out of 3 sets, 3 sets automatically, or best 3 out of 5 sets.
77. Protest by coach	Protest may be lodged by coach or captain. Coach signs protest documentation.	No – captain must lodge protest and sign documentation. The coach may act as the captain for 14 and Under divisions.
78. Scorer action when incorrect server is imminent	Verbally notify second referee, who will determine when to stop play.	Scorer indicates rotation error to the referees immediately after the service hit.
79. Line Judge Duties	It is not the line judges' responsibility to signal a fault when a non-server is off of the court when the service is contacted.	It is the line judges' responsibility to signal a fault when a non-server is off of the court when the service is contacted.

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COMPARISON OF TECHNIQUES and MECHANICS NCAA/PAVO AND USA VOLLEYBALL 2016

	NCAA/PAVO	USA Volleyball
1. Second referee position at end of rally	When the second referee's whistle ends a rally, s/he should step to the offending team's side of the net, and signal the fault. If the first referee's whistle ends the rally, the second referee steps to a visible position on either side to mimic the first referee's signals; move to the side at fault only if fluidity and tempo are not affected.	When the second referee's whistle ends a rally, s/he should step to the offending team's side of the net and signal the fault. When the first referee's whistle ends the rally, it is recommended (but not required) that the second referee steps to the offending team's side of the net to repeat the signals of the first referee.
2. Indicating captain	The second referee will indicate the captain with an open hand. The captain will acknowledge the first referee (raised hand or head nod).	The second referee will indicate the captain by showing the captain signal (palm down below the number on the front of the jersey where the captain stripe would be) followed by indicating the player with an open hand. The captain will acknowledge the first referee (raised hand or head nod).
3. Illegal attack signal	Place the arm on the offending team's side to the side of the body at head height, elbow bent at a right angle, and then make a forward and downward motion with one arm from the shoulder with the forearm and hand. Indicate the player at fault if necessary by pointing with an open hand.	Completely extend one arm and hand straight up from the shoulder and then bend the arm at the elbow, lowering the forearm and open hand in front of the face to about chin level.
4. Illegal block/screening signal	Raise both hands to the side at head height, elbows bent at right angles, palms facing away from body.	Completely extend both arms straight up from the shoulders (elbows are not bent), palms facing away from the body.
5. Second referee "ready" signal	Traditionally indicated by extending one hand/arm toward first referee and making eye contact.	Indicated by holding both hands in front of body at head height, palms toward first referee, making eye contact with the first referee.
6. Signal for same player making 3 rd and 4 th team contact	Signal "four hits."	Signal "double contact."
7. Indication of which player(s) contacted the net	Indicate the player at fault by showing the jersey number, using one or both hands.	Indicate the player at fault by pointing with an open hand.
8. Improper request technique	Without card, hold palm of one hand against the opposite wrist. Second referee communicates to a coach at the end of the rally.	Without a sanction card, hold palm of one hand against the opposite wrist. Second referee communicates to coach (or first referee to captain) at earliest opportunity, without delaying the match.
9. Substitutions by both teams on same dead ball.	Second referee whistles to acknowledge first request and may administer both teams' substitutions without repeating the whistle (unless necessary).	Second referee should whistle to acknowledge first request and repeat the whistle to administer the second team's request.
10. Notification of substitutions used	<ul style="list-style-type: none"> • Second referee notifies coach when the 12th, 13th, 14th, and 15th substitutions are used. • Second referee notifies first referee when 15th substitution is used by signaling only the number "15" (no sub signal given). 	<ul style="list-style-type: none"> • Second referee notifies coach when 9th, 10th, 11th and 12th substitutions are used. • Second referee notifies first referee when 12th substitution is used by showing substitution signal followed by the signal for the number "12".

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11. Change of court signal	Using fists, move the hands/arms from position A (arms dropped to the side) directly to position B (elbows bent, forearms parallel to body, right arm in front of body and left arm behind body). Second referee does not give the court switch signal.	Using fists, move the hands/arms to position A (elbows bent, forearms parallel to body, right arm behind body and left arm in front of body) to position B (elbows bent, forearms parallel to body, right arm in front of body and left arm behind body).
12. Indicating team calling timeout	After timeout signal, point with open hand/extended arm toward the court of the team that called the timeout	After timeout signal, point with open hand/extended arm toward the bench of the team that called the timeout.
13. Timeout administration	<ul style="list-style-type: none"> Teams not required to leave court; timeout may be held anywhere in the facility except the opponent's team area. Second referee whistles 15 seconds prior to the end of the timeout if teams have not returned to the court. Teams may return to court at any time; timeout may end early if both teams are ready to play. 	<ul style="list-style-type: none"> Teams are not required to leave the court and go to the bench area. Second referee whistles at end of 30 seconds. Teams may return to court prior to expiration of timeout, unless necessary for court to remain clear; however, timeout will not end early.
14. Roster verification	Rosters not utilized, although referees still visually review team uniforms and player numbers for legality.	Rosters verified pre-match by scorer, assisted by second referee. Both referees visually review uniforms for legality.
15. Line judge position during timeouts	At intersection of attack line and sideline, near first referee.	At midpoint of respective end line.
16. Line judge position when server is within one meter of line judge's position	The primary position of the line judge is to take a position along the imaginary extension of the end line about 3 to 4 feet. The line judge must quickly move back to base position to make required line calls.	At the first referee's direction, the line judge takes a position along either the sideline or the end line extension until service contact. Line judge quickly returns to corner base position.
17. Referee technique at end of set preceding extended intermission.	Dismiss teams to their benches.	Referee signals for teams to change courts after each set.
18. First/second referee duties	<ul style="list-style-type: none"> First referee controls player conduct during the pre-match warm-ups. Second referee times the warm-ups. Either referee should call net faults; first referee hesitates briefly to avoid double whistles on net faults. Second referee may call (whistle) antenna faults on either antenna Referees do not check scoresheet for accuracy after the match is completed. 	<ul style="list-style-type: none"> First referee controls player conduct during the pre-match warm-ups. First referee also times the warm-ups. Either referee should call net faults; first referee hesitates briefly to avoid double whistles on net faults Second referee calls (whistles) antenna faults on his/her side of the court. Referees review the scoresheet for accuracy at the end of the match, and the first referee signs the scoresheet.

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