

**SUMMARY COMPARISON – NAGWS/USAV/NFHS  
VOLLEYBALL RULE DIFFERENCE 2001 – 2002**

	<b>NAGWS</b>	<b>USA Volleyball</b>	<b>National Federation</b>
1. Playing Surface	Court & 2 m surrounding must be flat & smooth. Remaining playing area may have change of surface > 1/2", as long as safe.	Entire playing surface must be flat and uniform	Not Addressed.
2. Warm-up area	<u>The warm-up area begins at the end line.</u>	The warm-up area starts at the end of the team bench.	The warm-up area must be in a non-playable area (for example, behind bench).
3. Court Markings – Attack line	Allows continuation of attack line (dashed lines extending 1.75 meters past sideline).	Allows continuation of attack line (dashed lines extending 1.75 meters past sideline).	Not Addressed.
4. Ceiling (over playable area)/ Obstructions	Ball in play above 4.5m; judgement replay below 4.5m.	Ball in play above 4.5m; judgement replay below 4.5m.	In play.
5. Backboards	Ruled same as ceiling.	Ruled same as ceiling.	Judgement replay for vertical backboard.
6. Restrictions to Play	Ball over a non-playable area must be played with one foot on the playable surface.	Ball over a non-playable area must be played with one foot on the playable surface.	Player may not break the plane of a non-playable area to retrieve ball.
7. Pre-match Conference	Coach may attend.	Coach may attend.	An adult coach and captain must attend.
8. Coin Toss	One captain calls toss at pre-match; the other captain calls toss for deciding game.	One captain calls toss at pre-match; the other captain calls toss for deciding game.	Visiting captain calls coin toss at pre-match and before deciding game
9. Coin Toss/Choice of Playing Area	Home team designates playing area for game #1, one-half hour prior to match; coin toss is for serve/receive only.	Coin toss is for serve/receive or choice of court.	Coin toss is for serve/receive or choice of court.

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10. Pre-match Warm-up	<ul style="list-style-type: none"> <li>When both teams are on the court, all warm-up activities must be on their half of the court.</li> <li>When one team has exclusive use of the court, the other team must remain 2 m outside the court.</li> <li>Neither shared hitting or shared serving are allowed.</li> </ul>	Referees responsible for warm-up safety issues. Neither shared hitting or shared serving are prohibited by rule.	Not Addressed – defined by state or league adoption.
11. Hitting Between Games	Neither hitting <u>nor serving</u> is allowed between games.	Players may hit into their own court.	Players can hit into their own court <b>ONLY IF</b> the opponent chooses to remain off the court. Both teams cannot hit at the same time.
12. Padding	Required.	Recommended.	Required.
13. Exposed Cable	Covered.	Clearly Identified.	Covered.
14. Band at top of net	May be 2" <u>to 3 1/8 "</u>	2"	2"
15. Net Markings	Advertising allowed on top tape, bottom tape, and/or tape outsides antenna. Advertising sleeves not allowed.	Not prohibited by rules.	Not Permitted.
16. Ball Characteristics	<ul style="list-style-type: none"> <li>Smooth leather or leather-like cover</li> <li>Uniform and light in color or a combination of colors with at least one-third of surface white or light</li> </ul>	<ul style="list-style-type: none"> <li>Synthetic leather allowable</li> <li>Uniform and light in color or a combination of colors, one of which must be light</li> </ul>	<ul style="list-style-type: none"> <li>Genuine or simulated smooth leather</li> <li>White, with NFHS Authenticating Mark.</li> </ul>
17. Number of Time Outs	2 per game	2 per game	2 per game (3 after score reaches 14-14)
18. Ball Handling During Time Out	Allowed off-court.	Not allowed	Not allowed; would result in unnecessary delay.
19. Teams Required to Leave Courts During Time Outs	No (coach may not enter court)	No, although referees may direct teams to benches for administrative purposes.	No (coach may enter court)
20. Length of Time Outs	60 seconds	30 seconds	60 sec
21. Water During Time Out	No location restriction; must be cleaned up by end of 60 seconds.	Clean up must not delay resumption of game.	Unnecessary delay is called when the cleaning up of liquid or other substances causes a delay during a

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			time out.
22. Time Out Ends Early	Yes, if both teams are ready to play	No	Yes; team charged with time out may end early; play resumed immediately.
23. Non-Disruptive Coaching – Ball Out of Play	<ul style="list-style-type: none"> <li>• <u>Coach may address referee to clarify ruling or confirm TO/sub information</u></li> <li>• <u>Coach must not remain in substitution zone during play</u></li> </ul>	Legal	May stand at the bench in front of seat to greet a replaced player or spontaneously respond to play.
24. Non-Disruptive Coaching- Ball In Play	Coach may stand directly in front of bench or in warm-up area.	Coach may stand during play	Coach needs to remain seated
25. Individual Sanctions	<ul style="list-style-type: none"> <li>• Warning – Yellow card held in one hand</li> <li>• Penalty – Red card held in one hand</li> <li>• Expulsion – Red &amp; yellow cards held in one hand</li> <li>• Disqualification – Red &amp; yellow cards held in separate hands</li> </ul>	<ul style="list-style-type: none"> <li>• Warning – No card shown – verbal or hand communication only (not recorded on scoresheet)</li> <li>• Penalty – Yellow card</li> <li>• Expulsion – Red card</li> <li>• Disqualification – Red &amp; yellow cards held together</li> </ul>	<ul style="list-style-type: none"> <li>• Warning – Yellow card held in one hand</li> <li>• Penalty – Red card held in one hand</li> <li>• Disqualification (from match) – Red &amp; yellow cards held in separate hands</li> <li>• Forfeit</li> </ul> (May be modified by state association).
26. Duration of Individual Sanctions	For the game	For the game	For the match
27. Using Red & Yellow Cards	Used only by R1	Used only by R1	Carried by both officials; umpire uses cards to signal need for sanction to referee
28. Talk to Referees	Captain only during the game. Coach may converse during time out for protest	Captain only during the game (except 14 yrs. and under).	Coach or playing captain
29. Team Sanctions (Unnecessary delay)	<ul style="list-style-type: none"> <li>• Team Delay Warning– yellow card held against opposite wrist.</li> <li>• Team Delay Penalty – red card held against opposite wrist.</li> </ul>	<ul style="list-style-type: none"> <li>• Team Delay Warning – No card shown - one hand held against opposite wrist.</li> <li>• Team Delay Penalty – yellow card held against opposite wrist.</li> </ul>	Time out charged; if team has used both time outs, point or side-out is awarded the opponent.

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30. Uniforms	All players must be dressed identically. If more than one player wears a particular article of clothing as an exposed undergarment, all must be identical.	All players must be dressed similarly. If more than one player wears exposed undergarment, they must be similar.	All players must be in like-colored uniforms. If exposed undergarments are worn (only compression shorts are legal on the lower body), all must match the predominant color of the uniform.
31. Illegal Uniforms	Not allowed to play [please refer to Commentary 5.1 (4)]	Not allowed to play	Not allowed to play until corrected. Attempting to enter or entering in illegal uniforms results in unnecessary delay
32. Logos on Uniforms	Logos permitted; size restrictions are not addressed.	Logos permitted; size restrictions are not addressed.	Single manufacturer's logo permitted on each piece of uniform (< 2 1/4" square)
33. Uniform "Adornment" Restrictions	Not addressed	Not addressed	<u>In 2002-03 season, uniforms must be free of all hard and unyielding items like buttons, zippers, snaps, etc.</u>
34. Number Placement on Uniform Front	Must be either centered on upper body (upper chest, center chest, or high stomach area) or on either shoulder, no more than 5" down from shoulder seam.	Either centered, or the top of the number no more than 5" down from shoulder seam and 3" from midline of the jersey.	Either on shoulder, no more than 5" from shoulder seam, or centered <u>no more than 2" below neckline opening.</u>
35. Jewelry During Play	Not legal; team delay (TYC)	Only flat wedding bands allowed	Not legal; unnecessary delay (TO)
36. Jewelry During Warm-ups	Preventive officiating recommended first. If warm-up is interrupted to remove; penalty (TYC)	Not Addressed.	Preventive officiating recommended.
37. Blood on Uniform	Allow reasonable time for change; no duplicate numbers in same game, but other number/roster changes allowed	Allow reasonable time for change; no duplicate numbers in same game, but other number/roster changes allowed	Treat as injured player
38. Requesting a Time Out, Substitution, or Line-Up Check	<ul style="list-style-type: none"> <li>Coach(es) must be near the substitution zone to make request.</li> <li>Substitution request is made by a coach or captain verbally or with appropriate hand signal.</li> <li>At the time coach makes sub request, incoming sub must be approaching the sub zone.</li> <li>An incoming player entering the sub zone is considered a coach request.</li> </ul>	<ul style="list-style-type: none"> <li>Coaches must be in the bench area to make request</li> <li>Substitution request is made by a coach or captain verbally or with appropriate hand signal.</li> <li>At the moment of request, the substitute must be ready to enter without delay.</li> <li>An incoming player entering the sub zone is considered a coach request.</li> </ul>	<ul style="list-style-type: none"> <li>Playing captain may request time-out or line-up check on own team.</li> <li>Coach may request time out, substitution, or line-up check verbally or with appropriate hand signal.</li> <li>At the time coach makes sub request, incoming sub must be approaching the sub zone.</li> <li>An incoming player entering the sub zone is considered a coach request.</li> </ul>

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39. Rosters	No roster utilized. Designated coaches must be listed on line-up sheet for game one.	Players not listed on the roster cannot play.	Players can be added to the roster after a penalty PT/SO
40. Roster Changes	No roster utilized	After roster is submitted, uniform number is correctable with team delay penalty (TYC). No player changes allowed.	Roster violation or additions allowed with PT/SO
41. Rosters Due	No roster utilized	10 minutes prior to start of match	10 minutes prior to end of timed warm-up
42. Line Ups Due for Game #1	<u>Line-ups for both teams are due at the end of all timed warm-up periods on the court.</u>	2 minutes before start of match. If used, Libero number must be marked on line-up sheet for <u>each</u> game.	2 minutes prior to end of timed warm-up
43. Change in Line Up After Submitted	By substitution	By substitution	Not allowed (may substitute only for injury or illness)
44. Number of Substitutes	18 team substitutions; unlimited player entries	<u>12 substitutions (with unlimited entries per player); Libero rule applies</u>	<u>18 team substitutions; unlimited player entries.</u>
45. Number of Players	Must have 6 players to start match; must have at least 6 eligible players to continue play	Must have 6 players to start match; must have at least 6 eligible players to continue play	Must have 6 players to start match; may continue with less than 6 players due to injury, illness or disqualification
46. Who can Request Substitutes	Request can be made by designated coach(es) or playing captain; when an incoming substitute enters the substitution zone, it is considered a valid request by the coach.	Request can be made by designated head coach or playing captain; when an incoming substitute enters the substitution zone, it is considered a valid request by the coach.	Request by coach only; <u>when an incoming substitute enters the substitution zone, it is considered a valid request by the coach.</u>
47. Substitution Requests in Conjunction with Time Outs	Any number of sub requests may be made during the time out. Additional sub requests may be made after TO & before play resumes.	Once a time out is awarded, only one sub request may be made before play is resumed.	May occur only once (before, during or after TO expires).
48. Substitutions Request During Time Outs	Coach or captain may report number to R2. Substitution procedure is followed at end of time out.	Coach or captain may report number to R2. Substitution procedure is followed at end of time out.	Coach or substitute may report the numbers to the umpire. Players may exchange during time out.
49. Illegal Substitutes	Penalty; team delay (TYC)	Penalty; team delay (TYC)	Penalty; unnecessary delay (TO)
50. Teams to End line at End of Game	<ul style="list-style-type: none"> <li>Teams do not go to the end line at the end of the game if there is</li> </ul>	<ul style="list-style-type: none"> <li>Teams <u>do not</u> go to end line at the end of each games</li> </ul>	<ul style="list-style-type: none"> <li>Teams go to end line at the end of all games, and then players on the</li> </ul>

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of Game	<p>another game to be played. Teams do go to end line at the end of the match. .</p> <ul style="list-style-type: none"> <li>• Before deciding game, players on court are released to benches during coin flip. Court change (if necessary) occurs near score table.</li> <li>• Teams <b>do</b> go to end line at the end of the match.</li> <li>• Teams do not go to end line before changing courts in the middle of the deciding game.</li> </ul>	<p>end of each games</p> <ul style="list-style-type: none"> <li>• . Before deciding game, players on court are released to benches during coin flip. Court change (if necessary) occurs near score table.</li> <li>• Teams do go to end line at the end of the match</li> <li>• Teams do not go to end line before changing courts in the middle of the deciding game.</li> </ul>	<p>all games, and then players on the court are directed to change courts (or to bench if deciding game coin flip results in no court change).</p> <ul style="list-style-type: none"> <li>• Before deciding game, hold on end line until coin flip completed.</li> <li>• Teams do not change courts in middle of the deciding game.</li> </ul>
51. Switch Courts in Deciding Game	Option to not switch sides if both captains agree.	Always	Teams do not switch sides
52. When Game Officially Ends & Interval Between Games Begins	When the R1 signals change of sides to the teams	When the first referee signals "end of game".	When referee signals teams to the appropriate benches.
53. Toss for Service	<ul style="list-style-type: none"> <li>• <u>Each player is allowed only one toss for service after the service is authorized.</u></li> <li>• Ball must be tossed/released before contact</li> <li>• Time allowed for service (contact) – <u>eight</u> seconds</li> </ul>	<ul style="list-style-type: none"> <li>• One toss per service attempt (except for 14-and-under divisions &amp; regional development divisions – 5 sec. allowed after each beckon).</li> <li>• Ball must be tossed/released before contact</li> <li>• Time allowed for service (contact) – eight seconds</li> </ul>	<ul style="list-style-type: none"> <li>• After the ball is released for service, it may be caught or allowed to drop to the floor to get a re-serve.</li> <li>• Only one re-serve per term of service.</li> <li>• Ball does not need to be tossed/released before contact</li> <li>• Time allowed for service (contact) – five seconds</li> </ul>
54. Serve Contacts Net and Continues to Opponent's Playing Area	A served ball that contacts the net and continues to the opponent's side remains in play.	A served ball that contacts the net and continues to the opponent's side remains in play.	A served ball that hits the net is a service fault.
55. Legal Contact	Anywhere on body is legal	Anywhere on body is legal	On or above the waist
56. Multiple Contacts	Legal on block and first team contact with one attempt to play the ball	Legal on block and first team contact with one attempt to play the ball	Legal on block and first team contact provided no finger action is used.
57. Definition of block	A player is considered to be a blocker when they are reaching higher than the net at the time contact is made with a ball coming from the opponents.	A player is considered to be a blocker when they are reaching higher than the net at the time contact is made with a ball coming from the opponents.	A player is considered to be a blocker when they are approximately arm's length from the net with hand(s) raised above the head, and contact the ball near the top of the net in an attempt to

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			prevent the ball from crossing the net.
58. Back Row Blocker	Back row player illegal on contact of block or contact by collective block	Back row player illegal on contact of block or contact by collective block	Back row player illegal when attempting to block near the top of the net
59. Back Row Attacker	If a back row player plays the ball above the height of the net while on or in front of the 3 m line and the flight of the ball is towards a teammate, the ball remains in play if legally contacted by an opponent before the ball passes untouched beyond the vertical plane.	If a back row player plays the ball above the height of the net while on or in front of the 3 m line, the next player to touch the ball must be a teammate. If the ball enters the vertical plane of the net & is blocked by the opposing team, it is an illegal attack by the back row setter.	If a back row player plays the ball above the height of the net while on or in front of the 3 m line and the flight of the ball is towards a teammate, the ball remains in play if legally contacted by an opponent before the ball passes untouched beyond the vertical plane.
60. Contact With Net Cables Outside the Net	Legal unless contact interferes with play or used as a means of support.	Legal unless contact interferes with play.	Net violation
61. Contact With Net Supports	Legal contact	Legal contact	If deemed dangerous contact, illegal (PT/SO)
62. Insignificant Net Contact	No foul if player is not involved in playing the ball or if net contacted by hair	No foul if player is not involved in playing the ball or if net contacted by hair	Always a foul except if contacted by loose hair
63. Center Line	Player may penetrate the opponent's court with hand(s)/foot/feet, even if completely across the center line provided the encroachment does not present a safety hazard, does not interfere with opponents, and is not a significant distance from the center line.	Player can touch opponent's court with feet or hands, providing some part of extremity is on or above the center line.	Player can touch opponent's court with feet or hands, providing some part of extremity is on or above the center line.
64. Retrieving the ball from the opponent's free space allowed	<u>As Experimental Rule only (both coaches must agree to use this rule): If, after first contact, the ball travels over or outside the antenna to the opponent's free space, a player may retrieve that ball as long as they do not touch the opponent's court and the return path of the ball is over or outside the antenna.</u>	Ball is out of play as soon as it completely crosses the center line (or extension).	Ball is out of play as soon as it completely crosses the center line (or extension).
65. Contacting Ball While in the Net on Opponent's Side	Net foul, if contact with ball is ruled intentional to prevent further play.	If contact of net is initiated by the player, by moving the hands/arms forward, net foul occurs.	Net foul, if contact with ball is ruled intentional to prevent further play.

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66. Scoring System	<ul style="list-style-type: none"> <li>Rally scoring will be used in all games of the match (that is, if the serving teams wins the point, they score a point and continue to serve; if the receiving team wins a rally, they score a point and serve next.)</li> <li>Non-deciding games will be played to at least 30 points (win by 2). Deciding games will be played to 15 points (win by 2).</li> <li>No point cap in any game.</li> </ul>	<ul style="list-style-type: none"> <li>Rally scoring will be used in all games of the match (that is, if the serving team wins the point, they score a point and continue to serve; if the receiving team wins a rally, they score a point and serve next).</li> <li>Non-deciding games will be played to at least 25 points (win by 2). Deciding games will be played to 15 points (win by 2).</li> <li>No point cap in any game.</li> </ul>	<ul style="list-style-type: none"> <li>By state adoption, rally scoring may be used in the 5th game of any 3/5 game match.</li> <li>No point cap in any game.</li> </ul>
67. Protest Procedure	<ul style="list-style-type: none"> <li>If not the final point of a game, must be lodged prior to next service.</li> <li>If final point of a game, must be lodged within 60 seconds.</li> <li>If final point of a match, must be lodged before referees leave playing area.</li> </ul>	<ul style="list-style-type: none"> <li>If not the final point of a game, must be lodged prior to next service.</li> <li>If final point of a game, must be lodged within 60 seconds.</li> <li>If final point of a match, must be lodged before referees leave playing area.</li> </ul>	<ul style="list-style-type: none"> <li>➤ Coach must request to review a decision.</li> <li>➤ Request must be made during dead ball following situation in question.</li> <li>➤ If referee's/umpire's decision stands, time out charged to team. If no time outs remain, PT/SO.</li> </ul>
68. Time Out to Protest by Coach	Yes, at risk of time out if coach is incorrect.	No. Coach may act as captain for 14-and- under play	See above.
69. Referee Signals	<ul style="list-style-type: none"> <li>If the fault is whistled by the R1, the referees first indicate the nature of the fault, the player at fault if necessary, and then which team scores and serves next, using the "point" signal.</li> <li>If the fault is whistled by the R2, the R2 will signal the nature of the fault and the player at fault if necessary, which the R1 repeats. The referees then indicate which team scores and serves next, using the "point" signal.</li> </ul>	<ul style="list-style-type: none"> <li>If the fault is whistled by the R1, the referee first indicates the next team to serve (using the "loss of rally" signal), then the nature of the fault and the player at fault if necessary.</li> <li>If the fault is whistled by the R2, the R2 will indicate the nature of the fault and the player at fault if necessary. Then follow the R1's indication of the next team to serve. The R1 does not signal the fault or player at fault.</li> </ul>	Officials should whistle to stop play, then signal the violation, then signal point, side out or replay.



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70. Technique for Administering Substitutions	Second referee does not go to attack line to administer sub; entry is authorized from normal work area.	Second referee does not go to attack line to administer sub; entry is authorized from normal work area.	Second referee does not go to attack line to administer sub; entry is authorized from normal work area.
71. Line Judge Position During Time Outs	At intersection of attack line & sideline, near first referee.	At mid-point of end line.	At mid-point of end line.

Developed by:



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