

1. Playing Surface	The terrain must be composed of leveled sand, as flat and uniform as possible, free of rocks, shells and anything else, which can represent risks of cuts or injuries to the players.	Entire playing surface must be flat, horizontal, and uniform (e.g. playing surface ends at the edge of a portable court). The ball may be retrieved from beyond the free zone when the secondary surface is lower by ½" or less and the entire area surrounding the court is free of obstructions.	Same as USAV Beach	The playable surface consists of the court & at least 2 meters surrounding it, which must be flat & smooth. Additional playing area can have a lower surface by up to ½" as long as both surfaces are safe. A player must be touching the playable surface to legally play a ball over a non-playable area.
1a. Size	The playing court is a rectangle measuring 16x8 m (52'6"x26'3") surrounded by a free zone, which is a minimum of 3m (9'10") wide on all sides. The length of each short diagonal (back corner to opposite sideline's midpoint) is 11.31 m (37'1"). The long diagonal (back corner to other ends opposite back corner) is 17.89 m (58'8").	The playing court is a rectangle measuring 18 x 9 m (59'x 29'6") surrounded by a free zone that is recommended to be 3m (9'10"), but may be a minimum of 2m (6'6¾"). It is not required that the free zone be symmetrical.	Same as USAV Beach. Also: Number of Courts: Two courts are required, three or five recommended to conduct an NCAA Team Competition.	The playing court is a rectangle measuring 18 x 9 m (59' x 29'6") surrounded by a free zone.
2. Playing restrictions	May not enter an adjacent court before, during or after attempting to play the ball. It is recommended that the free zone be designated by use of banners, etc. The ball may be played beyond the designated free zone. In the event that any interference occurs outside the free zone, the ball is "out".	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.	Same as USAV Beach Also: Adjacent Courts: When building courts side by side, it is recommended that the free space be six meters. If adjacent courts are situated end line to end line, the recommendation is 9 meters of free space.	A player must be touching the playable surface to legally play a ball over a non-playing area.
3. Line specifications	Lines 5-8 cm (2"-3 1/8") wide made of resistant, soft and flexible material are preferred or rope lines of .5 cm to 1 cm (3/16" - 3/8") may also be used. The color must be in sharp contrast with the sand.	All lines are 5 cm (2") wide. Must be a solid line that contrasts with the color of the floor.	Same as USAV Beach	Must be a solid line.

3a. Line(s) moved during rally	<p>The lines should be straight; however, the location of the lines at the moment of service shall be their official placement for that rally. Lines placement should be corrected before a rally begins whenever they are found to be misaligned.</p> <p>If a line is moved during the rally and the ball terminates close to the moved line, the R1 should replace the line to its position at the start of the rally and make a judgment based on the ball mark and the corrected line position.</p> <p>If, during a rally, line and corner anchors are pulled out and the court dimensions are significantly changed, the rally should be immediately stopped and a replay directed.</p>	Not addressed, as lines are painted on the court and should not move under normal circumstances.	Same as USAV Beach	Same as USAV Indoor
3b. Center line specifications	No Centerline is used.	Must be a solid line.	Same as USAV Beach	<p>May have any or all of the following characteristics:</p> <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.
4. Attack line extensions	No attack lines are used	Required for nationally sanctioned competitions; optional for all other competitions.	Same as USAV Beach	Required
5. Media location	Not specifically addressed, but free zone with a minimum of 3 m (9'10") wide is required.	Not specifically addressed, but 2 meters of free space surrounding the court are required.	Same as USAV Beach	Equipment and personnel cannot be in front of benches or between attack lines extended on bench side. In other areas, media must be within 1 meter of the barrier limiting the playable area. During timeouts and between sets, approved/credentialed media personnel (videographers) may enter the court.
6. Overhead clearance	A minimum of 7m (23') is required.	For nationally sanctioned competition, 7.01 meters (23 ft.) is required, and is recommended for all other competitions.	Same as USAV Beach	12.5 meters (41 ft.) is recommended. For new facilities put into use after 2006, 7.62 meters (25 ft.) is required.
7. Service zone	The service zone is an 8m (26'3") wide area that extends to the end of the free zone with a minimum depth of 3 m (9'10") required.	If there is not 2 meters of free zone beyond the end line, a line will be placed within the court boundaries to indicate the minimum 2 meters required by rule.	The service zone extends to the end of the free zone with a minimum depth of 3 m (9'10") required. If adjacent courts are situated end line to end line, the recommendation is 9 meters of free space.	Required to have 2 meters of depth beyond the end line, with no allowance for extending this area onto the court.

8. Weather	Must not present any danger to the players.	Minimum temperature of 10 degrees Centigrade (50 degrees F).	The weather must not present any danger of injury to the participants . Referee should consult with Coaches regarding suspension of play to ensure safety. While play should continue through most rain and wind, lightning represents a very real hazard and should be carefully and conservatively considered. Full procedure listed in NCAA Modifications and Conference Guidelines.	No minimum or maximum temperature designated.
9. Lighting	Tournament Director and Head Referee shall decide if the lighting presents any danger of injury to players.	300 lux (27.9 foot candles) required.	Same as USAV Beach	Specifications per Illuminating Engineering Society of North America.
10. Exposed cables	If used, guy ROPES must be of bright colors or marked with flags. Guy CABLES, rigid braces or wire supports must be padded using the same specs as the post standards. Anchors for guy lines must be free of sharp edges and driven flush with, or buried beneath, the playing surface.	Must be clearly identified and must be covered if cables present safety concern.	Same as USAV Beach.	Must be covered.
11. Band at top of net	Horizontal band is 7-10cm (2 ½-4") wide.	May be 2" to 2 ¾"	Same as USAV Beach	May be 2" to 3 ⅛"
12. Net markings	Advertising is allowed on top tape, bottom tape, side bands (if used), and/or tape outside antenna.	Not specifically addressed by rule.	At the prerogative of the host institution, advertising may be placed on the top tape, top net sleeve, bottom tape and/or tape outside the antenna. Institutional logos and NCAA logo are also permitted. During NCAA championship events, commercial advertising is prohibited.	Advertising is allowed on top tape, bottom tape, and/or tape outside the antennas.
13. Net posts	Recommended to be rounded and smooth, and free of any sharp edges or protrusions that may cause injury to players. Distance from sideline is .7-1m (27 ½-39").	Distance from sideline is .5 to 1 meter (20"-39").	Same as USAV Beach	Recommended distance from sideline is 1 meter (39"). For facilities constructed after 2008, 1 meter is required.
14. Ball characteristics	Surface must be a flexible material which does not absorb humidity or moisture. If multiple balls are used, their colors must be of uniform color or combination of colors.	Surface must be uniform, light color or combination of colors.	Same as USAV Beach	Surface must be a uniform, light color or a combination of colors with at least one-third of surface white or light.
14a. Inflation	.175-.225 kg/cm ² (2.5-3.2 lb/in ²).	.3-.325 kg/cm ² (4.26-4.61 lb/in ²).	Same as USAV Beach	(4.26 to 4.61 lb/sq in)

15. Captain designation	<p>One player must be designated as captain on the scoresheet for each match. Only the captain is authorized to speak to the referees, and only while the ball is out of play.</p>	<p>One team member (not the Libero) must be designated as team captain on the roster, and is captain anytime he/she is on the court. If the team captain is not on the starting line-up, another player must be designated as the game captain any time the team captain is not on the court.</p>	<p>The team captain shall be indicated on the scoresheet. There shall be a captain designated for each doubles team.</p>	<p>One player must be designated as captain on the lineup sheet for each set, and is captain whenever that player is on the court.</p>
16. Limit to team members	<p>A team is composed of two players and they may have a coach & one assistant coach.</p>	<p>Limited to 15 players and 5 coaches/staff (unless modified by the specific Competition Regulations.</p>	<p>A team is composed of five (two-player) teams. The roster size is limited to 12 players, unless otherwise specified in the Tournament Regulations. Only players recorded on the score-sheet may participate in the match. Coaching is permitted by THREE coaches; the head coach and TWO assistant coaches, all of whom must be on the institutional coaching list and registered with their respective school.</p> <p>Coaches may coach on the same court at one time. (max two, suggested)</p>	<p>No limit to the # of players on a team, or the # coaches/staff.</p>
17. Non-disruptive coaching: ball in play	<p>There is no coaching allowed while the ball is in play. Coaches must remain seated in the players area at all times except during timeouts, between sets or while switching sides with their team. Coaching is only allowed during timeouts, technical timeouts, and between sets.</p>	<ul style="list-style-type: none"> • During play, 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 may stand to instruct players on the court, with the same location restrictions. 	<p>Coaching in any form is illegal during play.</p> <p>Spectators, including coaches who are not in the player area, are prohibited from coaching or influencing the players at any time.</p> <p>Coaches of Collegiate Sand teams are allowed to move from match to match, but are prohibited from taking position behind an opponent at any time</p>	<p>Non-playing team members will be required to stay at least 1.75 meters from the court, and completely outside the substitution zone.</p>

<p>18. Non-disruptive coaching: ball out of play</p>	<p>There is no coaching allowed during or between rallies. Coaches must remain seated in the players area at all times except during timeouts, between sets or while switching sides with their team. Coaching is only allowed during timeouts, technical timeouts, and between sets.</p> <p>For juniors play 14U & below only – coaching is allowed during dead balls and court switches, provided it is brief and <u>may not be disruptive or cause delay.</u></p> <p>(For 2014 consider adding age limit to “between rally” concept)</p>	<ul style="list-style-type: none"> • If seated, the coach is required to sit on bench and must be the team member nearest to the scorekeeper. • The coach may stand or walk within free zone in front of team bench without disrupting match. • One assistant coach may stand to instruct players on the court. 	<p>Coaches who are in the player area (“box”) are allowed to coach during timeouts, set intervals, and briefly/non-disruptively, during court switches.</p> <p>Coaching is not allowed between rallies, except as above.</p>	<ul style="list-style-type: none"> • No restriction regarding coach’s location while on the bench. • Only one coach at any time may address the referees to clarify non-judgment ruling or confirm TO/sub information. Coaches may not enter the substitution zone to discuss a judgment decision. • Coach(es) must not remain in substitution zone during play.
<p>19. Designated coaches</p>	<p>The following applies to all coaches, including coaches of junior / developmental teams:</p> <p>Must be identified as a coach and dress professionally, in shirt and shorts as a minimum requirement</p> <p>May not address the officials or attempt to influence their decisions at anytime</p> <p>May perform drills with their team on court prior to their official warm up</p> <p>Must leave the playing court at the start of the official timed warm up</p> <p>May only instruct from the sideline during the shared team warm up</p> <p>While coaching a specific match, must remain in the players area during the entire match and will switch sides with their team</p> <p>Are subject to Individual Sanction for inappropriate behavior, or to Delay Sanction, as appropriate</p>	<p>The coaches must be designated on the roster. Only the coach may request interruptions. Assistant coaches may not intervene in the match.</p>	<p>Same as USAV Beach with the following exceptions:</p> <p>Coaches are allowed to move from match to match, including during play.</p> <p>This movement must not disrupt play or the opponents.</p> <p>Coaches must actively avoid taking a position “behind” any opponent team at any time</p> <p>Coaches may be on court and involved with drills until the coin toss.</p> <p>Additionally:</p> <p>Coaches are subject to individual sanction.</p> <p>Note that COACHES may receive a maximum of one Penalty per MATCH.</p> <p>Subsequent issues result in Expulsion (see 21)</p>	<p>All coaches must be designated on the line-up sheet for the first set. Any coach may call for interruptions and instruct players.</p>
<p>20. Number of players</p>	<p>A team is composed exclusively of two players.</p>	<p>Must have at least 6 players to start match; must have at least 6 eligible players to continue play.</p>	<p>Doubles team—two-player team (a Sand match will consist of five doubles teams)</p> <p>Team (overall)—all players representing a single institution and represented by five doubles teams.</p>	<p>Must have at least 6 players to start match; must have at least 6 eligible players to continue play.</p>

21. Assessing individual sanctions	Warning – *Yellow card Penalty – *Red card: Serve and point awarded to opponent. Expulsion – Red & yellow cards held together Disqualification – Red & yellow cards held apart in separate hands. *NOTE: A TEAM may receive only one yellow card per SET. A PLAYER may receive up to two red cards in the same SET. A third red card to the same player will result in an expulsion.	<ul style="list-style-type: none"> • <u>Warning –</u> <ul style="list-style-type: none"> o <u>Stage 1: No card shown – verbal or hand communication through the game captain (not recorded on scoresheet).</u> o <u>Stage 2: Yellow card held in one hand. Not technically a sanction but indicates that the all team members have reached the sanctioning level for the remainder of the match.</u> • <u>Penalty – Red card held in one hand.</u> • <u>Expulsion – Red & yellow cards held in one hand.</u> • <u>Disqualification – Red & yellow cards held in separate hands.</u> 	Same as USAV Beach	<ul style="list-style-type: none"> • Warning – Yellow card held in one hand. • Penalty – Red card held in one hand. • Expulsion – Red & yellow cards held in one hand. • Disqualification – Red & yellow cards held in separate hands.
22. Expulsion & Disqualification	<p>Expulsion - The SET is defaulted due to an incomplete team.</p> <p>Disqualification – The MATCH is defaulted or forfeited due to incomplete team.</p>	<ul style="list-style-type: none"> • No penalty point assessed. • 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 rest of set. Other expelled team members must leave playing, bench and warm-up areas. • Disqualified team members must leave playing, bench, warm-up & spectator areas for the remainder of the current match. 	Same as USAV Beach	<ul style="list-style-type: none"> • Result in penalty point for the opponent, who then serves next. • Expelled players remain seated on bench for remainder of set. Expelled coaches leave the playing, bench, warm-up & spectator areas. • Disqualified team members must leave team, playing and spectator areas for the remainder of the current match & entire next match.
23. Use of red & yellow cards	Only by first referee.	Only by first referee.	Same as USAV Beach	Used only by first referee.
24. Improper request technique	"Wave off" request with one hand/arm.	"Wave off" request with one hand/arm.	Same as USAV Beach	Without a sanction card, hold palm of one hand against the opposite wrist.
25. Team sanctions (Unnecessary delay)	Delay Warning– yellow card held against the opposite wrist. Delay Penalty – red card held against opposite wrist.	<ul style="list-style-type: none"> • <u>Delay Warning – yellow card held against opposite wrist.</u> • <u>Delay Penalty – red card held against opposite wrist.</u> 	Same as USAV Beach	<ul style="list-style-type: none"> • Team Delay Warning– yellow card held against the opposite wrist. • Team Delay Penalty – red card held against opposite wrist.
26. Sanction Duration	For the set.	For the match.	Same as USAV Beach	For the set.

<p>27. Sanction procedures</p>	<p>A player on court who receives a sanction should acknowledge the sanction.</p>	<ul style="list-style-type: none"> • A player on court who receives a sanction will come 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 and the first referee explains the sanction. The captain communicates the information to the team member, who raises a hand in acknowledgement. • When a delay sanction is assessed, the game captain goes to the referee stand and the first referee explains the sanction. The captain or second referee informs the coach if needed. • When an improper request is assessed, the second referee informs the 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. 	<p>Same as USAV Beach</p>	<ul style="list-style-type: none"> • When a player on court receives sanction, the captain goes to the referee stand to acknowledge the sanction. • When a team member on the bench is sanctioned, or a team delay sanction is assessed, the second referee immediately & 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 a sanction from the first referee.. • The first referee whistles when assessing an individual sanction, unless the sanction was requested by the second referee.
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<p>28. Uniforms</p>	<p>A player's equipment consists of shorts or a bathing suit. A jersey or "tank-top" is optional, unless specified in Tournament Regulations. Players may wear a hat, visor, sunglasses, etc.</p>	<p>For nationally sanctioned competition, all players except the Libero must be dressed identically. If more than one player (other than the Libero) wears an exposed undergarment, they must be similar and the same color.</p>	<p>A player's equipment consists of shorts or briefs. A jersey or "tank-top" is required. Players may wear a hat.</p> <p>NCAA: When engaged in competition (including warm-up), each competitor must wear an official team uniform with components governed by these rules or be subject to disqualification. Wearing any part of the official team uniform illegally (i.e., top off or intentionally shortened, shoulder straps lowered) while in the area of competition shall lead to a warning by the official that repeated violations may result in disciplinary action. A report of uncorrected violations shall be made to the referee and offending competitor's coach.</p> <ul style="list-style-type: none"> a. A uniform consists of two school-issued components—shorts or briefs and a top. A one-piece body suit is acceptable as a combination of the two components. Any outer garment (i.e. sweatpants) that is school-issued becomes the official uniform, when worn. b. The uniform must be of a material and design deemed to not be objectionable or offensive by the athletics department of the issuing institution. c. The uniform top must, by design and size, cover the full length of the torso, meeting or hanging below the waistband of the bottoms, while the competitor is standing. d. Additional visible clothing is an undergarment. It must be worn under the uniform and be of a solid color. <p>5.1.2 In addition to 5.1.1 the following will apply:</p> <ul style="list-style-type: none"> a. All players must be dressed identically. b. Team members must wear uniforms clearly indicating through color, logo and combination of all outer garments, that members are from the same team. <p>Visible garments on the top (i.e. T-shirts) worn by team members must be identical. Visible undergarments on the bottom (i.e. tights) must be identical.</p>	<p>All players except the libero must be dressed identically. If more than one player (other than the libero) wears a particular article of clothing as an exposed undergarment, all must be identical.</p>
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29. Uniform number placement	Numbers are not required for USAV competition. However, if used, the number must be placed on the chest (or on the front of the shorts). Only numbers 1 and 2 are legal.	Uniform numbers must be clearly visible and centered (<u>both horizontally and vertically</u>) on the player's chest and upper back.	<p>5.1.5 Player's jerseys must be numbered on the front and back of the jersey.</p> <p>5.1.6 A player number with Arabic numerals.</p> <ol style="list-style-type: none"> 1. Each team member's game jersey shall be numbered on the front and back. The number shall be centered on the back of the jersey. In the front, the number must be either centered or placed on one shoulder with the top of the number no more than 5 inches down from the shoulder seam. 2. The following numbers are legal: 0, 1, 2, 3, 4, 5, 00, 10, 11, 12, 13, 14, 15, 20, 21, 22, 23, 24, 25, 30, 31, 32, 33, 34, 35, 40, 41, 42, 43, 44, 45, 50, 51, 52, 53, 54, and 55. Team rosters can include 0 or 00, but not both. 3. The number shall be at least 6 inches high on the back and at least 4 inches high on the front and not less than 1-inch wide. 4. Duplicate numbers are not permitted to be worn by members of the same team. 5. The number shall be one single solid color that contrasts the jersey color and may be bordered by no more than a 1/2-inch border of any color(s). 	Numbers must be centered on the back. In the front, the number must be either centered or placed on one shoulder with the top of the number no more than 5" down from the shoulder seam.
30. Uniform "adornment" restrictions	Not addressed; safety of participants is paramount.	Not addressed; safety of participants is paramount.	Same as USAV Beach	Not addressed; safety of participants is paramount.
31. Illegal uniforms	Not allowed to play until corrected.	Not allowed to play.	Same as USAV Beach	Not allowed to play.
32. Player equipment	It is forbidden to wear any object that may cause an injury (such as pins, bracelets, casts, etc.) or give an artificial advantage to the player. Players may wear glasses or lenses at their own risk.	Splints/braces allowed on hands/arms if padded and no advantage is gained. Casts are not allowed. Barrettes allowed.	Same as USAV Beach	Splints/braces/casts allowed on arms or hands if padded and no advantage is gained. Barrettes allowed.

33. Jewelry during play	It is forbidden to wear any object that may cause injury or give an artificial advantage to the player. Players may wear glasses or lenses at their own risk.	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.	Same as USAV Beach; <i>Jewelry is allowed, as long as it does not present a direct safety hazard to any participant.</i>	Not allowed (exception – medical or religious identification may be removed from chain and taped or sewn under the uniform).
34. Jewelry during warm-ups	It is forbidden to wear any object that may cause injury or give an artificial advantage to the player. Players may wear glasses or lenses at their own risk.	Not addressed, but referees are responsible for safety of participants and should ask junior players to remove all jewelry, and adult players to remove that jewelry which they deem unsafe.	Same as USAV Beach; <i>Jewelry is allowed, as long as it does not present a direct safety hazard to any participant.</i>	Preventive officiating recommended first. If a player does not comply promptly to a directive to remove jewelry, a delay sanction is assessed.
35. Blood on uniform	Allow reasonable time to change uniform	Allow reasonable time to change uniform; no duplicate numbers in same set, but other number/roster changes allowed.	Same as USAV Beach	Allow reasonable time to change uniform. No duplicate numbers in same set, but other number/roster changes allowed.
36. Reporting after the interval between sets	Will be treated as a delay warning followed by delay penalties.	A team that, without justifiable reason, does not appear on the court on time defaults the match.	Same as USAV Beach	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 (maximum of five minutes), results in a delay penalty. After five minutes, the set is defaulted.
37. When set officially ends & interval between sets begins	When the first referee signals "end of set".	When the first referee signals the final point of the set.	Same as USAV Beach	When the first referee signals change of sides to the teams (before a deciding set, when captains are released after coin toss).
38. Pre-match warm-up	<p>Prior to the match, if the teams have previously had another playing court at their disposal, they will have a shared 3-minute warm-up period at the net:</p> <ul style="list-style-type: none"> • 5 minutes total • *Immediate coin toss • Shared 3 minutes at the net <p>If not, they may have a shared 5-minute warm-up period at the net:</p> <ul style="list-style-type: none"> • 10 minutes total • *Coin toss at 7 minutes • Shared 5 minutes at the net <p>*Coaches may be on court until the completion of the coin toss to help with team warm-up.</p>	<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 the 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. 	<p>Warm-up Protocol</p> <ul style="list-style-type: none"> • Shared 10 minutes at the net. • Coin toss is offered at 10 minutes. • Coaches may be on court to help their team warm-up until the coin toss. 	<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 each team's own playing area. • When one team has exclusive use of the court, the opposing team must remain off of the playable surface. • Neither shared hitting nor shared serving are allowed.
39. Warm-up between sets	Allowed.	Players may warm-up with balls on their court or in the free zone.	Same as USAV Beach	Neither hitting nor serving is allowed between sets. Players may use balls on their own side of the playing area only.

40. Coin toss and choice of playing area	Captains must attend the coin toss. Both pre-match coin toss and deciding set coin toss are for serve/receive or choice of playing area.	<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. 	Same as USAV Beach	<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 called by the home team representative, and is for serve/receive or playing area. • Deciding set coin toss is called by the home team representative, and is for serve/receive or playing area.
41. Ball use during timeout	Allowed in all areas of the court during all intervals during a match; including during timeouts and between sets.	Not allowed.	Same as USAV Beach	Allowed off-court.
42. Switch courts during set(s)	During sets 1 and 2, teams switch courts every 7 points. If there is a 3rd set, teams switch courts every 5 points. Players must wait for authorization from the referees to switch courts.	Teams will only switch courts when the leading team scores their 8 th point in the deciding set.	Same as USAV Beach	YES. However ONLY in the deciding set.
43. Teams to end line at end of sets/games	Teams do not go to the end line at the end of a set or match. Between sets, players on court are released to the player's area. Before a 3rd set, teams are released to the player's area while captains meet with R1 to conduct a new coin toss. During all intervals players may ball handle anywhere on court. At the end of the match, the teams meet at the net near the first referee, to shake hands with the opponents and officials.	Teams do not go to the end line at the end of set. Teams do go to end line at end of match. Before deciding set, players on court are released to benches during coin toss. Court of change, if necessary, occurs near score table. Teams do not go to end line before changing courts in the middle of the deciding set.	Same as USAV Beach	Teams do not go to the end line at the end of set. Teams do go to end line at end of match. Before deciding set, players on court are released to benches during coin toss. Court change, if necessary, occurs near score table. Teams do not go to end line before changing courts in the middle of the deciding set.
44. Lineups due for first set	The captain that wins the coin toss for set one chooses to either serve/receive or side of court. The other captain makes the remaining choice. The service order is then indicated by the captains to the scorer and recorded onto the scoresheet. Both captains then sign the scoresheet to verify all information is correct. Immediately after, the official warm-up period begins.	Two minutes before the end of the timed warm-up period. If used, Libero number(s) must be marked on line-up sheet for set one.	Same as USAV Beach	At the 3-minute mark on the countdown clock timing the warm-ups. If used, libero number must be marked on lineup sheet for each set.

44a: Choices for 2nd Set	The loser of the coin toss for set one will have the choice (serve/receive or side of court) for the second set. The other captain makes the remaining choice. These choices are verbalized directly to the R2 from their respective player's box. The R2 then conveys this information to the scorer.			
45. Change in lineup after submitted	Not Allowed.	By substitution.	Same as USAV Beach	For set one, lineups may be changed until the one-minute mark on the clock timing the warm-ups. After 1:00 on the warm-up clock for set one, and for all other sets, must use substitution.
46. Excessive timeout request	Improper request unless the timeout is acknowledged (whistled); then a delay sanction is assessed.	Improper request unless the timeout is acknowledged (whistled); then a delay sanction is assessed.	Same as USAV Beach	Improper request unless the timeout is acknowledged (whistled); then a team delay sanction is assessed.
47. Length of timeout(s)	30 seconds (Only one per set). When a Timeout is granted players are given 15 seconds to get to the players box, then 30 seconds in the players box followed a whistle to end the timeout with the expectation that play will resume within 15 seconds. Technical Timeout is administered in the same fashion, after the 21 st point of a regular set is scored. (No TTO in deciding set)	30 seconds. No warning whistle is blown before end of time-out period.	Same as USAV Beach TTO same as USAV Beach	Default is 60 seconds. Coaches may agree to extend all timeouts in a non-broadcast match to the length of a media timeout (75-90 seconds). Warning whistle 15 seconds before end of timeout.
48. Water during timeout	No location restriction.	Clean up must not delay resumption of play.	Same as USAV Beach	No location restriction; must be cleaned up by end of 60 seconds.
49. Timeout end early	Yes, if both teams are ready to play.	No.	Same as USAV Beach	Yes, if both teams are ready to play.
50. Teams required to leave courts during timeouts	No.	No, although referees may direct teams to benches for administrative purposes. Coaches and non-playing team members may not enter the court.	Same as USAV Beach	No. During a timeout, all team members may go anywhere in the facility except in the opponent's team area.
51. Requesting a timeout, substitution, or lineup check	During the match only the captain is authorized to speak to the referees, and only while the ball is out of play. This is to include requests for timeouts. Coaches may NOT request timeouts, but may suggest that the captain make this request.	<ul style="list-style-type: none"> The coach or captain may make request for timeout or line-up check. The coach must be in the bench area or warm-up area to make request. 	Same as USAV Beach	Designated coach(es) or captain may make request. Not allowed between authorization of the service and the end of the next rally. Allowed if play is stopped for safety after service contact.

52. Toss for service	One toss for service after the service is authorized. Ball must be tossed or released before contact. Time allowed for service contact – five 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 – eight seconds. • Exceptions - 14 and under divisions – 2 tosses and 5 sec. allowed after each beckon. 	Same as USAV Beach	<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 – eight seconds.
53. Points removed due to wrong server or illegal player on the court	It is the duty of the officials to ensure that the service order is checked and corrected if necessary prior to each serve. If a player serves out of order, the result(s) of the play(s) stand and service order is corrected without penalty.	<u>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 line-up sheet and send a new registered player into the court, in the position of the non-registered player.</u>	Same as USAV Beach	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. Time-outs taken by the team at fault and individual sanctions assessed to either team are not removed.
54. Attacking the serve	Cannot attack the serve if the ball is entirely above the top of the net.	Cannot attack the serve if the ball is in the front zone and entirely above the top of the net.	Same as USAV Beach	Cannot attack the serve if the ball is in the front zone and entirely above the top of the net.
55. Ball near or in the vertical plane of the net	The player's contact with the ball must be made within his/her own playing space.	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.	Same as USAV Beach	A ball penetrating the vertical plane of the net over 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.
56. Retrieving the ball from the opponent's free zone	A player may enter into the opponent's space, court and/or free zone, provided that this does not interfere with the opponent's play.	Assuming 2 meters of clearance outside net pole, referee stand or other court equipment: If, after first contact, the ball travels over or outside the antenna to the opponent's free zone, a player may retrieve that ball as long as no center line fault occurs. The return path of the ball must be over or outside the antenna.	Same as USAV Beach	Assuming 2 meters of clearance outside net pole, referee stand or other court equipment: If, after first contact, the ball travels over or outside the antenna to the opponent's free zone, a player may retrieve that ball as long as no center line fault occurs. The return path of the ball must be over or outside the antenna.
57. Net contact	Contact with the net by a player is not a fault, unless it interferes with the play. A player interferes with the opponent's play by (amongst others): <ul style="list-style-type: none"> - Touching the top band of the net or the top 80 cm of the antenna during the action of playing the ball. - Taking support from the net simultaneously with playing the ball. - Creating an advantage over the opponent by touching the net. - Making actions which hinder an opponent's legitimate attempt to play the ball. - Contacts an opponent through the body of the net during the action of playing the ball. 	Contact with the net is not a fault unless it interferes with play. Note: touching the net below the top band, even during the action of playing the ball, is not a fault, unless it interferes with play.	Same as USAV Beach	Contact with the net is not a fault unless it is made while playing the ball or it interferes with play. <u>A blocker/attacker has completed playing the ball when they transition to the next action.</u>

58. Contacting ball that is in the net on opponent's side	If the player initiates contact with the net by moving toward the path of the ball, either before or while the ball is in the body of the net, a net fault results. If the ball is driven into the net causing it to contact an opponent, no fault is committed.	If the player initiates contact with the net by moving toward the path of the ball, either before or while the ball is in the body of the net, a net fault results.	Same as USAV Beach	If the player initiates contact with the net by moving toward the path of the ball, either before or while the ball is in the body of the net, a net fault results.
59. Contact with net 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.	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.	Same as USAV Beach	<ul style="list-style-type: none"> • Contacting the net outside the antenna is judged like all other net contacts. • Contact with post, ropes, or cables is legal unless contact interferes with play, or used for support while playing the ball.
60. Crossing the center line	A player may enter into the opponent's space, court and/or free zone, provided that this does not interfere with the opponent's play.	<u>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.</u>	Same as USAV Beach	Players may touch the 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/above the center line.
61. Match length	Matches are the best 2 out of 3 sets.	Matches may be the best 2 out of 3 sets, or 3 out of 5 sets.	Same as USAV Beach	All matches will be the best 3 out of 5 sets (exception for some high school & NJCAA play).
62. Protest procedure	During the match only the captain may speak to the referees while the ball is out of play. The captain is permitted to ask for an explanation on the application or interpretation of the rules. If this does not satisfy the captain , he or she must indicate to the first referee their wish to institute a Protest Protocol. This request must be made before the next serve is authorized. Between sets, the request must be made before the authorization of the first serve for set two. If the protest is for the last point of the match, it must be lodged before the captain signs the scoresheet.	Protests must be lodged by the captain. Captains sign protest documents. The coach may act as the captain for 14-and-under play. If not the final point of a set, must be lodged prior to next service. If final point of a set, must be lodged within 60 seconds. If final point of a match, must be lodged before referees leave playing area.	Same as USAV Beach	Protest may be lodged by coach or captain. The coach signs protest documents. If not the final point of a set, must be lodged prior to next service. If final point of a set, must be lodged within 60 seconds. If final point of a match, must be lodged before referees leave playing area.

63. Referee signal sequence	<p>If the fault is whistled by the first referee:</p> <ul style="list-style-type: none"> Indicate which team wins the rally by extending the arm in the direction of the team that will serve (palm perpendicular to the ground). Then signal the nature of the fault, and the player at fault, if necessary. <p>If the fault is whistled by the second referee:</p> <ul style="list-style-type: none"> Signal the nature of the fault, and the player at fault if necessary. The first referee indicates which team wins the rally by extending the arm in the direction of the team that will serve. The second referee repeats that signal. The first referee does not signal the fault or player at fault. 	<ul style="list-style-type: none"> If the fault is whistled by the first referee, the referees first signal which team wins the point, and then the nature of the fault and, if necessary, the player at fault. If the fault is whistled by the second referee, the second referee will signal the nature of the fault and, if necessary, the player at fault. The first referee (if in agreement) then indicates which team wins the point and the second referee repeats that signal. The first referee does not signal the fault or player at fault. 	Same as USAV Beach	Same as USAV Indoor
64. Illegal attack signal	Fully extend the arm and hand on the side of the team at fault straight up from the shoulder; then bend the arm at the elbow to lower the forearm and open hand in front of the face to about chin level.	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.	Same as USAV Beach	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.
65. Illegal block / screen signal	Completely extend both arms straight up from the shoulders (elbows are not bent).	Completely extend both arms straight up from the shoulders (elbows are not bent), palms facing away from the body.	Same as USAV Beach	Raise both hands to the side at head height, elbows bent at right angles, palms facing away from body.
66. Second Referee & Scorekeeper "ready" signal	Traditionally indicated by holding both hands in front of body at head height, palms toward first referee.	Traditionally indicated by holding both hands in front of body at head height, palms toward first referee, making eye contact with the first referee.	Same as USAV Beach	Traditionally indicated by extending one hand/arm toward first referee and making eye contact.
67. Signal for 3rd and 4th team contact by same player.	Signal "double contact".	Signal "double contact".	Same as USAV Beach	Signal "four hits".
68. Indication of which player(s) contacted the net	Indicate the player at fault by pointing with an open hand.	Indicate the player at fault by pointing with an open hand.	Same as USAV Beach	Indicate the player at fault by showing the jersey number, using one or both hands.

69. Lines-judge position during timeouts	Near banners at the end of the court nearest their respective lines-judge position.	At midpoint of respective end line.	Same as USAV Beach	At intersection of attack line & sideline, near first referee.
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