

USA BEACH Volleyball (Doubles)

USA Volleyball Indoor

NCAA Sand (Doubles)

NCAA (Women) Indoor

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, & uniform (e.g. playing surface ends at the edge of the Sport Court). 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.	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.
1a. Size	The court dimensions for each team's side are 8 x 8 m (26'3") square court. The length of each short diagonal is subsequently 11.31 m (37'1") and that of the long diagonal 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.	Same as USAV Beach. Also: Number of Courts: Two courts are required, three recommended to conduct an NCAA Team Match.	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 or after attempting to retrieve a 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.	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-playable 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.	Must be a solid line.	Same as USAV Beach	Must be a solid line.
3a. Center line specifications	No Centerline is used.	Must be a solid line.	Same as USAV Beach	Centerlines 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.
4. Attack line extensions	No attack lines are used	Required for nationally sanctioned competitions, optional for 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 in the front zone on the bench side. In other areas, must be within 1 meter of the barrier limiting the playable area.
6. Overhead clearance	At least 23 feet (7 meters) is required.	For nationally sanctioned competition, 7.01 meters (23 ft.) is required, & 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 extends to the end of the free zone with a minimum depth of 3 m (9'10") required.	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.	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.	2 meters (6 ft. 6 in) of depth beyond the end line is required, with no allowance for extending this area onto the court.
8. Weather	Must not present any danger to the players.	Not addressed.	The weather must not present any danger of injury to the players. 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.	Not addressed.

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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 cable	Must be clearly identified bright color or warning flags. Must also be free of sharp edges.	Must be clearly identified.	Same as USAV Beach.	Must be covered.
11. Band at top of net	7-10 cm (2 1/2-4") wide.	May be 2" to 2 3/4"	Same as USAV Beach	May be 2" to 3 1/8 "
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 (print or decal) 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 antenna.
13. Net posts	Distance from sideline is .7 meter to 1 meter (27.5" to 39").	Distance from sideline is .5 meter to 1 meter (20" to 39").	Same as USAV Beach	Recommended distance from sideline is 1 meter (39") & required for new facilities 2008 forward.
14. Ball characteristics	Surface must be a flexible material which does not absorb humidity, bright in 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	(2.5 to 3.2 lb/sq in)	(4.26 to 4.61 lb/sq in)	Same as USAV Beach	(4.26 to 4.61 lb/sq in)
15. Captain designation	One player must be designated as captain on the scoresheet for each match. However during the match both players are authorized to speak to the referees while the ball is out of play.	One team member (not the Libero) must be designated on the roster as team captain, and is captain whenever that player is on the court. If the team captain is not on the starting lineup, another player must be designated to serve as the game captain anytime the team captain is not on the court.	The team captain shall be indicated on the scoresheet. There shall be a captain designated for each doubles team.	One player must be designated as captain on the lineup sheet for each set, and is captain whenever that player is on the court.
16. Limit to team members	A team is composed of two players and they may have a coach & one assistant coach.	Limited to 15 players and 5 coach/staff.	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 the head coach and assistant coach on the institutional coaching list and registered with their respective school. Two coaches may coach on the same court at one time.	No limit to the # of players on a team, or the # coaches/staff.
17. Non-disruptive coaching: ball in play	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.	During play, the coach will be required to stay at least 1.75 meters from the court, and completely outside the substitution zone. One assistant coach may stand to instruct players on the court, with the same location restrictions.	Coaching in any form is illegal during play. Spectators, including coaches who are not in the player area, are prohibited from coaching at any time. 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	During play, coaches will be required to stay at least 1.75 meters from the court, and completely outside the substitution zone.
18. Non-disruptive coaching: ball out of play	FOR JUNIORS / DEVELOPMENTAL PLAY ONLY: While Coaches may not give instructions during play, minimal coaching for developmental purposes is allowed during a dead ball (including court switches) This instruction must be brief and may not be	If seated, the coach is required to sit on bench nearest the scorekeeper. The coach may stand or walk within free zone in front of team bench without disrupting the match. One assistant coach may stand to instruct players on the court.	Coaches who are in the player area ("box") are allowed to coach, but only during timeouts, set intervals, and briefly/non-disruptively, during court switches.	No restriction on coach's location while on bench. Only one coach at any time may address referee to clarify non-judgment ruling or confirm TO/sub information. Coaches may not enter the substitution zone to discuss a judgment decision. Coach must not remain in

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	disruptive or cause delay.			substitution zone during play after a rule clarification.
19. Designated coaches	<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>	The coach must be designated. Only the coach may request interruptions.	<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>Additionally:</p> <p>Sanctions applied to coaches are to be applied against the team in play.</p>	All coaches must be designated on the line-up sheet for the first set. Any coach may request interruptions and instruct players.
20. Number of players	A team is composed exclusively of two players.	Must have at least 6 players to start match; must have at least 6 eligible players to continue play.	Doubles team—two-player team (a Sand match will consist of five doubles teams) Team (overall)—all players representing a single institution and represented by five doubles teams	Must have at least 6 players to start match; must have at least 6 eligible players to continue play.
21. Assessing individual sanctions	<p>Warning – Yellow card held in one hand.</p> <p>Penalty – *Red card held in one hand.</p> <p>Expulsion – Red & yellow cards held in one hand. Disqualification – Red & yellow cards held in separate hands.</p> <p>*NOTE: A player may receive multiple red cards in the same set</p>	<p>Warning – No card shown – verbal or hand communication only (not recorded on scoresheet). Penalty – Yellow card held in one hand. Expulsion – Red card held in one hand. Disqualification – Red & yellow cards held in one hand. This changes in 2013</p>	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	The set is defaulted due to an incomplete team.	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 or substitutes remain seated on bench for remainder of set. Other expelled team members must leave playing, bench and warm-up area. Disqualified team members must leave playing, bench, warm-up and spectator areas for the remainder of the current match.	Same as USAV Beach	Both sanctions result in penalty point for the opponent, who then serves next. Expelled player remains seated on bench for remainder of set. Expelled coach leaves the player & spectator areas. Disqualified team members must leave team and spectator areas for the remainder of the current match and the entire next match.
23. Use of red & yellow cards	Used only by first referee.	Used 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)	<ul style="list-style-type: none"> •Delay Warning– yellow card held against the opposite wrist. •Delay Penalty – red card held 	<ul style="list-style-type: none"> •Delay Warning – No card displayed; one hand held against the opposite wrist. •Delay Penalty – 	Same as USAV Beach	<ul style="list-style-type: none"> •Team Delay Warning– yellow card held against the opposite wrist. •Team Delay Penalty – red

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	against opposite wrist.	yellow card held against opposite wrist.		card held against opposite wrist.
26. Sanction Duration	For the set.	For the match.	Same as USAV Beach	For the set.
27. Sanction procedures	A player on court who receives a sanction acknowledges the sanction.	A player on court who receives a sanction must go to the referee stand to acknowledge the sanction. When a team member on bench is sanctioned, the game captain must go to the referee stand and the first referee explains the sanction. The captain communicates the information to that team member, who acknowledges the sanction with a raised hand. When a delay sanction is assessed, the captain must go to the referee stand and the first referee explains the sanction. 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.	Same as USAV Beach	When a player on court receives sanction, the captain must go to the stand to acknowledge the sanction. When a team member on 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.
28. Uniforms	A player's equipment consists of shorts or a bathing suit. A jersey or "tank-top" is optional. Players may wear a hat, visor, sunglasses & etc.	All players except the Libero must be dressed similarly. If more than one player (other than the Libero) wears exposed undergarment, they must be similar.	<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, 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> <ol 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>	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.

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29. Uniform number placement	Numbers (while not required for USAV competition) The number must be placed on the chest (or on the front of the shorts).	Numbers must be centered on the front of the jersey.	<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"> 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. 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. 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. Duplicate numbers are not permitted to be worn by members of the same team. The number shall be one single solid color that contrasts the jersey color and may be bordered by no more than a ½-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 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 (leniency in 2012)	Not allowed to play.
32. Player equipment	It is forbidden to wear any object that may cause an injury to a player, such as pins, bracelets, casts, etc. Players may wear glasses 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 an injury to a player, such as pins, bracelets, casts, etc.	Not allowed (exceptions –medical/religious identification may be removed from chain and taped or sewn under the uniform, and for adult competition, a flat band ring may be worn on a finger); delay sanction is assessed for jewelry discovered during play.	Same as USAV Beach	Not allowed (exception – medical/religious identification may be removed from chain and taped or sewn under the uniform); team delay sanction is assessed for jewelry discovered during play.
34. Jewelry during warm-ups	It is forbidden to wear any object that may cause an injury to a player, such as pins, bracelets, casts, etc.	Not addressed Referees are responsible for safety of participants and should ask players to remove jewelry.	Same as USAV Beach	Preventive officiating recommended first. If warm-up is interrupted to remove, team delay sanction is assessed.

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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 team delay warning followed by team delay penalties.	A team that, without justifiable reason, does not appear on 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 team delay is issued. If the delay continues, each additional 30 seconds for a maximum of five minutes, results in a team 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 "end of set".	Same as USAV Beach	When the first referee signals change of sides to the teams or before a deciding set, when captains are released after coin toss.
38. Pre-match warm-up	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; if not, they may have 5 shared minutes. (administered as a 10 minute protocol, with coin toss at -7)	Warm-up protocols are defined by rule for specific tournaments and divisions. When one team has exclusive use of the court, the opposing team may warm up with practice balls in the free zone but may not interfere with the opponent's warm-up, including serving practice. Rules do not prohibit shared hitting or shared serving.	Coin Toss precedes 10 minute shared warm-up	Warm-up protocols are defined by rule, including availability of court 1 hour prior to match time. When both teams are on court, all warm-up activities must be on the team's own playing area. When one team has exclusive use of the court, the other team must remain off of the playable surface or at their bench. Neither shared hitting nor shared serving are allowed.
39. Warm-up between sets	Allowed.	Players may warm-up with balls in their own free zone only.	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.	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.	Same as USAV Beach	Any team representative may attend pre-match meeting and coin toss. Home team designates their playing area for the first set one hour prior to the match. Pre-match coin toss is for serve/receive only, and is called by the visiting team.
41. Ball use during timeout	Allowed.	Not allowed.	Same as USAV Beach	Allowed off-court.
42. Switch courts during set(s)	YES. During a regular set every 7 points and during a deciding set every 5 points when authorized by the R2.	YES. However ONLY 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 set or match. Before the deciding set, players on court are released to the player's area while captains meet with R1 to conduct a new coin toss.	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.	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	At the coin toss, the service order is indicated by the captain, directly onto the score-sheet	Two minutes before start of match. If used, the Libero number must be marked on line-up sheet for each set.	Same as USAV Beach	At the end of all timed warm-up periods on the court. If used, the Libero number must be marked on line-up sheet for each set.
45. Change in lineup after submitted	Not Allowed.	By substitution.	Same as USAV Beach	By substitution.
46. Excessive timeout request	Improper request unless the timeout is acknowledged (whistled); then a team delay sanction is assessed.	Improper request unless the timeout is acknowledged (whistled); then a team 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	30 seconds. No warning whistle is blown before end of time-out period.	Same as USAV Beach TTO same as USAV Beach	60 seconds. Warning whistle is blown 15 seconds before end of timeout period.

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	fashion, after the 21 st point of a regular set is scored. (No TTO in deciding set)			
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 ending 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. Coach and non-playing team members may not enter 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 both players are authorized to speak to the referees while the ball is out of play.	The coach or captain may make request. The coach must be in the bench area to make request. Not allowed between authorization of a serve and end of a completed rally.	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.	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 two tosses and 5 sec. allowed after each beckon.	Same as USAV Beach	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 results of the play stand and service order is corrected without penalty.	Time-outs 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.	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. Legal contact	Anywhere on body is legal.	Anywhere on body is legal.	Same as USAV Beach	Anywhere on body is legal.
55. 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.	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.
56. 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 point of contact with the ball, not necessarily the position of the ball, is the determining factor.	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.
57. 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.
58. Net contact	Contact with the net is not a fault unless: • contact is made in the action of playing the ball, or • the contact interferes with play.	Contact with the net is not a fault unless: • contact is made with the top band in the action of playing the ball, or • the contact interferes with play.	Same as USAV Beach	Contact with the net is not a fault unless: • contact is made in the action of playing the ball, or • the contact interferes with play.
59. 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 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.
60. Contact with net cables outside the net	Legal unless contact interferes with play or used for support while playing the ball.	Legal unless contact interferes with play or used for support while playing the ball.	Same as USAV Beach	Legal, unless contact interferes with play, or used for support while playing the ball.
61. Contact with net supports	Legal contact.	Legal contact.	Same as USAV Beach	Legal contact.
62. 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.	A player can touch opponent's court with a foot or feet, providing they are on or above the center line. Any other part of the body may	Same as USAV Beach	A player can touch opponent's court with feet or hands, providing some part of body is on or above the center line. Players may also touch

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		penetrate into the opponent's court provided it does not present a safety hazard or interfere with the opponents' play.		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.
63. 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).
64. Protest procedure	During the match both players are authorized to speak to the referees while the ball is out of play they are permitted to ask for an explanation on the application or interpretation of the Rules. If this does not satisfy the players, they must indicate to the first referee their wish to institute a Protest Protocol.	Protest 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. Coaches 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.
65. Referee signal sequence	If the fault is whistled by the first referee, the referee first indicates which team wins the rally by extending the arm in the direction of the team that will serve (palm perpendicular to floor), then the nature of the fault only if necessary . If the fault is whistled by the second referee, the second referee will indicate the nature of the fault. The first referee then indicates which team wins the rally by extending the arm in the direction of the team that will serve and the second referee repeats that signal. The first referee does not signal the fault or player at fault.	If the fault is whistled by the first referee, the referee first indicates which team wins the rally by extending the arm in the direction of the team that will serve (palm perpendicular to floor), then the nature of the fault and the player at fault if necessary. If the fault is whistled by the second referee, the second referee will indicate the nature of the fault and the player at fault if necessary. The first referee then indicates which team wins the rally by extending the arm in the direction of the team that will serve 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
66. Illegal attack signal	Extend one arm and hand straight up from the shoulder and then bend the arm at the elbow to lower the forearm and open hand in front of the face to about chin level.	Extend one arm and hand straight up from the shoulder and then bend the arm at the elbow to lower the forearm and open hand in front of the face to about chin level.	Same as USAV Beach	Place one arm 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. Two motions are sufficient.
67. 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).	Same as USAV Beach	Raise both hands to the side at head height, elbows bent at right angles, palms facing the court.
68. Ball crosses under net signal	Point to the center line area with an extended index finger.	Point to the center line area with an extended index finger.	Same as USAV Beach	Point to the center line area with an extended index finger.
69. 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.	Same as USAV Beach	Traditionally indicated by extending one hand/arm toward first referee and making eye contact.
70. Signal for 3rd and 4th team contact by same player.	Signal "double contact".	Signal "double contact".	Same as USAV Beach	Signal "four hits".
71. 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	Referee making the net call indicates the number of the player(s) at fault to other referee; the other referee repeats the number.
72. Lines-judge position during timeouts	Near banners at the end of the court nearest their respective lines-judge position.	At mid-point of end line.	Same as USAV Beach	At intersection of attack line & sideline, near first referee.