2015 RULES INTERPRETATION NEWSLETTER #2
October 8th, 2015

NOTE: Use the following code to analyze these situations:

<table>
<thead>
<tr>
<th>R = RECEIVING TEAM</th>
<th>S = SERVING TEAM</th>
</tr>
</thead>
<tbody>
<tr>
<td>R1 = RIGHT BACK</td>
<td>S1 = RIGHT BACK</td>
</tr>
<tr>
<td>R2 = RIGHT FRONT</td>
<td>S2 = RIGHT FRONT</td>
</tr>
<tr>
<td>R3 = CENTER FRONT</td>
<td>S3 = CENTER FRONT</td>
</tr>
<tr>
<td>R4 = LEFT FRONT</td>
<td>S4 = LEFT FRONT</td>
</tr>
<tr>
<td>R5 = LEFT BACK</td>
<td>S5 = LEFT BACK</td>
</tr>
<tr>
<td>R6 = CENTER BACK</td>
<td>S6 = CENTER BACK</td>
</tr>
</tbody>
</table>

Case Plays

1. Prior to the last match of a tournament, player #1 was the Team S libero. During introductions for the last match of the day, player #8 is wearing a libero jersey and is prepared to enter, but the Team S coach listed #1 as the libero, on the lineup sheet. When the referees informed the coach that only player #1 can be the libero, the coach indicated player #1 was injured. The referees allowed the coach to redesignate, allowing #8 to play as the libero.

   **Ruling:** The referees’ decision is correct. Rules 12.3.1.1-12.3.1.1.3 allow the libero to be redesignated any time after the original libero becomes injured. Player #1 would not be allowed to play in that set.

2. Team S player #5 starts the set in left front. Later in the set player #5 rotates to serve. Team S player #6 substitutes for player #5 and then player #10 immediately enters the substitution zone to replace player #6. The referees denies the substitution (#10 for #6) and assess a delay sanction to Team S.

   **Ruling:** The referees’ decision is incorrect. Player #10 would be allowed to enter as long as there is no delay. As with other multiple substitutions the second incoming player must be ready to enter the substitution zone immediately after player #6 is authorized to enter.

3. The Team R coach is upset about a ball handling call. The Team R coach requests and is granted a timeout, and then walks across the court to speak with the first referee concerning the ball handling call. The referee allows this behavior to happen since Rule 11.2.4.1 allows teams to go anywhere in the facility during timeouts except the opponents team area.

   **Ruling:** The referee’s decision is incorrect. Entering the court to address the first referee would be considered inappropriate behavior and should be sanctioned.

4. The libero for Team S serves for player #6. Two rotations later, player #6 returns to the court and the libero goes to the right back position to serve for player #9. The referees wait for the serve to be contacted and whistle a positional fault.

   **Ruling:** The second referee’s decision is correct. However, if the officials recognize the incorrect replacement preventative officiating should be used to correct the libero replacement prior to the service contact. In that case a delay sanction should be assessed.

5. At the end of a rally, Team S player #5 approaches the second referee and indicates that her contact has fallen out. After approximately 20 seconds the player finds her contact and goes to the bench to put her contact back in. The player is ready to play in approximately 60 seconds. The referees resumed the match.
**Ruling:** The referees’ decision is correct. A contact, knee brace or other necessary equipment should be treated the same as blood on a uniform or a damaged uniform. A reasonable amount of time should be allowed to fix the problem as quickly as possible. If the issue cannot be resolved in a reasonable amount of time the team has the option to take a timeout or substitute for the player.

6. At the end of a rally, the ball hits Team R player #8 in the face. Her nose begins to bleed and there is blood on the court. The second referee asks player #8 to leave the court area and instructs the medical/event staff to look for and clean up the blood. Once all the blood is located and cleaning has taken place, the second referee starts timing the injury.

**Ruling:** The second referee’s decision is correct. The first priority is to ensure that the playing area is free of blood. This could also include checking the game balls for blood. Once the playing area and game equipment is deemed safe, the referee should start the injury protocol.

7. At the end of the second set during a televised match, the timeout coordinator (“red hat”) tells the scoreboard operator to wait to start the ten-minute intermission clock, until TV is ready to go. After two minutes, the timeout coordinator tells the scoreboard operator to start the clock. The referees do not intercede.

**Ruling:** The referees’ decision is incorrect. Rule 8.4.2.3 states: “If an intermission is used, it occurs between the second and third sets and is no longer than 10 minutes in duration.” The timer should start when the referees signal end of set.

**Challenge Review System (CRS) Interpretations**

1. **Touches**
   A coach cannot challenge a touch or no touch if the outcome of the challenge results in an illegal attack, illegal block or illegally reaching over the net. The second referee should inform the coach prior to accepting that challenge.

2. **Four Hits**
   a. When a coach indicates that he/she wants to challenge, the second referee must ask the coach precisely what he/she is challenging. However, when the coach is challenging a touch/no touch decision, the coach does not have to identify which opposing player is in question. The coach merely has to challenge that there was or was not a touch by the opponent, but does not have to say that it was or was not a blocker or a defender (or any particular player).
   b. A coach may not challenge a block vs. first contact decision.

3. **Decisions**
   There are three potential decisions after a video review – the initial decision is reversed, the decision is confirmed or the video review is inconclusive and the decision stands. If the video review does not provide conclusive evidence that the decision made should be overturned, the decision should stand.

**Techniques**

1. **Referees Awareness of Line Judge Training**
   Referees need to be familiar with all aspects of line judge training. All referees should visit the Line Judge’s Corner on the Central Hub and also check out the Ask the Judge postings periodically.
Referees should not suggest that a line judge take a position behind a server, even if the server uses an “outside-in” approach.

2. **Line Judges Returning to Court**
   During the interval between sets, at the 45-second mark, line judges should pick up their game ball and flag and resume the pre-match position (10 feet back from base position). It is not necessary to be in pre-match position when the clock is at 45 seconds, but only to begin the procedure to return to the court.

3. **Line Judge Base Position**
   *When the server is more than 4-5 feet from the sideline:* The 2015 modification of the line judge’s base position is to stand at a 45-degree angle to the court, glance at the server and then focus on the end line for a potential foot fault.

   *When the server is within 4-5 feet of the sideline:* The line judge should adjust the base position to a spot about 3 to 4 feet from the court, along the imaginary end line extension. The 3-4 feet is not an absolute, and common sense should be used to modify that distance, depending upon the server’s position. After assuming this position, square-up to the line and refrain from leaning over; do not use a 45-degree angle stance. After contact, return quickly to base position in case there is a sideline decision.

4. **Media Timeouts**
   When administering a media timeout, the horn should sound, both referees signal timeout, followed by both arms extended toward mid-court. (The 2016 NCAA Women’s Volleyball Rules Book will be edited to show the correct signal, as referees should no longer touch the top of the shoulders.)

   At the end of the media timeout the horn sounds, and the second referee simply shows the “ready” signal after checking that both teams are ready to resume play. Neither referee indicates the number of timeouts taken (which would be zero for both teams).

5. **Protocol for a Timeout Ending Early**
   When both teams are clearly ready to play, the second referee instructs the timer to stop the clock, and whistles two short blasts, to confirm that everyone is ready to resume play. The second referee then instructs the timer to sound the horn, moves to a position on the receiver’s side of the net with whistle in mouth, and gives the court back to the first referee.