SCVL Up-ref Quick Reference Rules Sheet

Unless specified, rules comply with USAV guidelines. Revised 10/2019 by MRK

Serving:
- Server must be between the side lines at service contact. All other players must be fully within their respective courts.
- Server may not step on or over the end line until after contacting the ball for serve.
- Serve must be completed within 8 seconds of authorization.
- Ball must be released before it is served (no tee-ball serve when served underhand).
- Ball must cross the net between the antennae and cannot contact any other object besides the net.
- A player or group of players may not prevent the opponent from seeing the server *and* the flight path of the ball (screening).

Rotation:
- At serve, each back-row player must be farther from the net than the corresponding front-row player.
- Each player (besides the server) must not be closer to the sideline than the player to his/her right/left.

Receive:
- A player may not block the serve.
- A player may not attack the serve in front of the ten-foot line when the ball is entirely above net height.

Dead ball:
The ball is dead immediately when…
- It contacts a member of the officiating team.
- It fully crosses the plane of the net outside the antennae or under the net.
- It contacts the ceiling and fully crosses the net or is subsequently touched legally by the opponent.
- It contacts the antennae or any portion of the net/poles/equipment outside the antennae.
- It contacts the walls or divider nets.
- A player touches an adjacent court (including service zone) in or after an attempt to play the ball.

Ball-handling:
- The ball may never be caught, held, thrown or lifted, regardless of division level and regardless of the team contact on which it occurs.
- No team may contact the ball more than three times (a block does not count as a team contact).
- A double contact only is permissible on a team's first touch and must occur in one playing motion.

Note: Double contact calls are judgment calls and should be called as tightly as the level of play warrants.

Play at the net:
While playing the ball at the net…
- No player may touch *any part of the net* between the antennae while attempting to play the ball.
- No player may interfere with the opponent's ability to play the ball.
- A player's foot may not step fully across the center line between the antennae. Any other body part may cross the center line legally provided the action does not interfere with the opponent's ability to play the ball. *(SCVL)*
- No player may touch the antennae while attempting to play the ball.
- No player may attack a ball that is fully over the opponent's court.

Note: If the ball is in the plane of the net, either team may attack the ball legally.

Note: The arm may cross the plane of the net as part of a follow-through swing, so long as the initial ball contact was legal.

Blocking:
A block…
- Must be executed by a front-row player.
- Is only a block if a part of the player's body is above the height of the net, regardless of the height of the ball at contact.
- Is *not* considered a completed block if the player does not touch the ball.
  - Thus, a back-row player jumping at the net is not inherently illegal, but *is* illegal as part of a collective completed block.
- May reach across the net, but may not interfere with an opponent's ability to play the ball.
  - If the blocker touches the ball before or simultaneous to the opponent's attack, or otherwise interferes with the opponent's legal play on the ball, it is a blocking fault.
  - Both of the blocker's hands must cross the net between the antennae.

Back-row play:
A back-row player…
- May not attack the ball above the height of the net unless they jump from fully behind the ten-foot line.
- May not attack the ball or complete a block above the height of the net in front of the ten-foot line.

Libero-specific rules on reverse…

Below is a sequence of illustrations depicting typical serve-receive positions for a standard 5-1 rotation. Captions identify (and arrows denote) the most common rotational faults for each receiving team position. Players designated with a (p) are passers for serve-receive, and player designated (s) is setter.

Typically, it is the down-ref that calls overlap faults on the receiving team, but the up-ref should monitor this also. It is easier to identify player positions by recognizing the patterns below based on the setter position in each rotation. From there, you know all other players' positions.
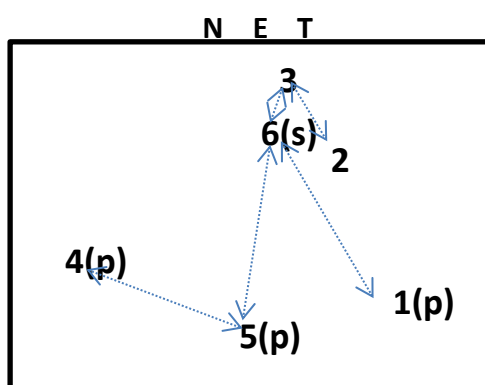
Note: These images do not cover all possible positional faults, but all of the common ones for the standard 5-1 rotation.
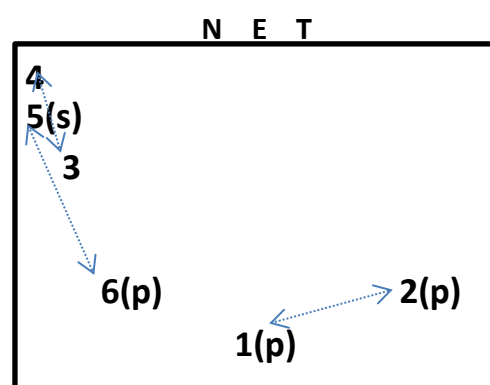
Typical 5-1 Serve-Receive Positions

N E T

3 2 1(s) 4(p) 6(p) 5(p)
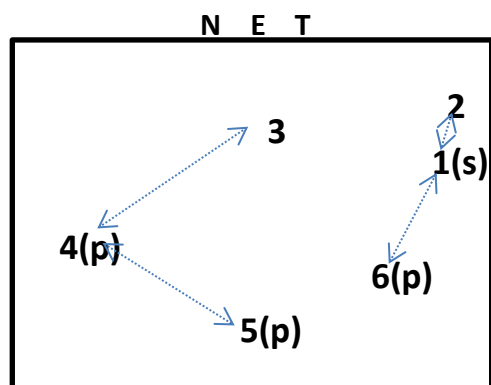
Most common violations:
4 farther back than 5, 3 farther left than 4, 6 farther right than 1, 1 farther up than 2

N E T

3 6(s) 2 4(p) 1(p) 5(p)

Most common violations:
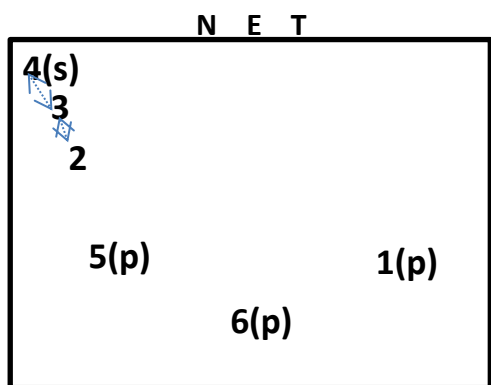*4 farther back than 5, 3 farther right than 2, 3 farther back than 6, 5 farther right than 6 or 1 farther left than 6.*

Easy check: *there should be two players on either side of the 3/6 pair.*

N E T

4 5(s) 3 6(p) 2(p) 1(p)

Most common violations:
4 farther right than 3, 5 farther right than 6, 2 farther back than 1
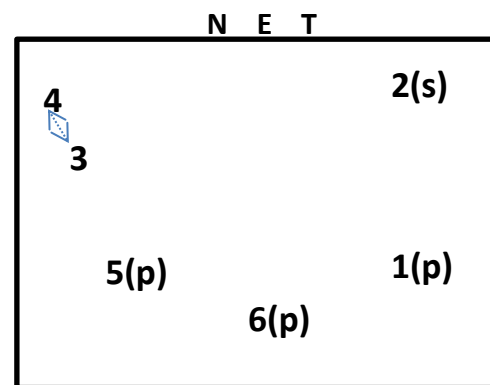

N E T

4(s) 3 2 5(p) 1(p) 6(p)

Most common violations:
4 farther right than 3, 3 farther right than 2
Occurs if setter or middle leaves stack early

N E T

3(s) 2 4 5(p) 1(p) 6(p)
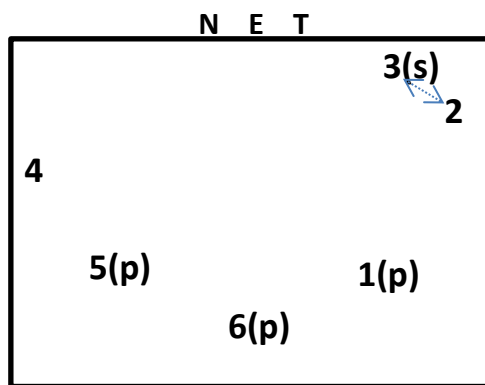
Most common violations:
3 farther right than 2

N E T

2(s) 4 3 5(p) 1(p) 6(p)

Most common violations:
3 farther left than 4