USA Volleyball Referee Reference Manual

2007 – 2008

HOA Officials Training Program
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This table of contents provides a brief description of each item within the referee information packet. Additionally, it provides the order of documents, which combine to form the referee information packet.

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Please refer any suggestions to: Ric Washburn (ha-refchair@hoavb.org)

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INTRODUCTION

Greetings to all officials, new and old, and welcome to another season.

Let me take this opportunity to introduce myself. I am Ric Washburn and the newly elected HOA referee chair. When I decided to run for this position, I wanted to continue move our officials forward as every chair before me has done. HOA has a reputation for having some of the best officials in the country. To maintain and elevate that standard, I developed twelve (12) agenda items that I want to pursue which I will share on our website.

Someone once asked "How do you eat an elephant?" Answer: One bite at a time! With an elephant the size of officiating within the Heart of America Region the trick is where to take the first bite. We need to ensure that we have quality officials so both teams and officials can enjoy their respective volleyball experiences.

Goals for the 2007-2008 season

1. Manage the match environment by controlling fan behavior.
   Fan behavior has become an issue in all sports venues, especially in youth sports. The Fan Behavior Rule Amendment has been modified to place more emphasis on "harassment, interference and distraction". Fans must not be permitted to interfere with the playing of any match.
   NO EXCUSE FOR ABUSE is the motto we want to use to manage fan behavior.

2. Clarify and codify any and all DCR variances with HOA so all teams and officials are aware of these.
   This reference manual contains a list of all HOA modifications and variances to the Domestic Competition Regulations (DCR).

   The website will contain a resources area for officials and teams to use. We will fix the "Ask The Chairs", update the Library and the FAQs.

2007-2008 Challenge

To help newer/younger officials develop their skills by mentoring and instruction.

Please do not hesitate to contact me with any suggestions, concerns, problems or questions. My contact information can be found on the website (www.hoavb.org) under the OFFICIATING tab.

Good Luck in the upcoming season.
Officiating Tips for
The Good Volleyball Referee

• Let the players be the stars of the show.
  Your primary job as an official is to allow the set to progress smoothly with as little interference from you as possible.
  Observe play for situations that require you to stop play.
  Enter the set to make a call and then return the set to the players.

• Maintain your standard of calling - strive for consistency.
  *All officials from Internationals down work on this constantly.*
  On ball handling, remember the level of error at which you entered the set and only enter again when the same level of error occurs again.
  Never "even up" or "freeze up" when you have made a mistake.
  Let it go [the mistake] and continue doing a good job.
  (Most officials will miss once or twice in a match.
  Players and coaches err during a match and officials are no less perfect.)
  Don't let complaints bother you or break your concentration.
  Some of your best matches will bring you the most complaints.

• Be friendly and courteous but also be firm when necessary.
  Keep your temper! Focus on officiating.
  Avoid "rabbit ears"! Don't let players, coaches and crowd influence your decisions.
  Listen to any reasonable inquiry but do not allow constant questioning about your calls.
  You have the means to control the match. If a player or coach becomes abusive,
  penalize or remove them from the set/match if necessary.
  However, do so as calmly and quietly as possible.

• Review rules and situations which tend to cause controversy, or with which you are uncomfortable.
  *Read the rulebook, Ask a coach, clinician, adult official, or anyone you feel can give you the needed answer.*
  Some rules that cause problems are:
  Time-out for injury; delay in lining up to start the match; simultaneous contact by opponents; illegal and improper requests for substitution; Libero player; and back court attacker/blocker rules.

• You are part of team.
  *You play better as a team. You officiate better as a team.*
  Officials should work as a team with the closest possible cooperation. Give each other active support at all times and never, by gesture or comment, indicate any disapproval of a decision of a fellow official, no matter how wrong you think the decision was.
PHILOSOPHY OF OFFICIATING

1. Be serious but have fun
   a. Even if this is your first time as a referee.
   b. Every match is important to the teams playing.
      You owe it to the players to respect this fact.
   c. Focus on the match you are about to officiate.
      Get in the right frame of mind.
      This takes added effort when playing and then officiating.

2. You must know the rules. Read the book and use it as a reference.
   Referee is final judge on everything, even scorekeeping issues.

3. Referees should not be a part of the match.
   One of the most important parts of the match for the team should not be the referees
   a. Your job is to watch and judge. Do not coach.
   b. Be consistent. Enter the match in the same place.
   c. Never call anyone a liar or tell them they are wrong
      Use phrases like:
      "In my judgment, ...";
      "I/We didn’t see it. I/We will look harder next time…";
      "I/We saw…"
   d. Accept honor calls, but do not ask a player about touches, nets, etc.

4. Use preventative officiating whenever possible especially on procedural matters.
   Examples are jewelry, water on court, etc.

Judgment Issues

1. What is a catch/throw or double hit?
   a. It all depends on the level of play of the teams.
   b. Allow play on both sides of the net and call what is different.
MECHANICS OF OFFICIATING & MANAGING A MATCH

A. Match Protocol

1. Captains’ meeting
   a. Be polite. Set a good tone for a match.
      • Get it started on time.
        Do a coin flip as soon as possible. Then find and instruct your work crew.
   b. Match specifics
      • Sets per match.
      • Points per sets.
      • Additional ground rules. Review rule book for standard ground rules.
        Be aware of differences between high school, college and USAV.
   c. Jewelry, braces, etc. Remind captains, try to avoid a team delay.
      • No Jewelry for Juniors
      • Flat band rings only and only one per hand.
      • Know rules about braces and supports.
   d. Coin toss
      • Make sure coin is no smaller than a quarter
      • Decide who will call the toss
      • Indicate the three options (serve, side, receive)
      • Tell them whether you will turn it over after catching it and what will happen if
        you drop it (re-toss).
      • Toss it, catch it, cover it.
      • Ask opponents to repeat what was called.
   e. Warm-up time
      • Tell teams how much time remains in the warm-up period

2. Observe teams as they warm-up. (Determine level of match to call)

3. Brief your work crew.

4. Check the equipment.

5. Check that your work crew and equipment (ball for match) are ready before you
   climb up.

6. Whistle teams to end line, then whistle them onto the court with open palms.

7. Officiate set 1, when set point has been scored signal end of set (set),
   whistle teams to switch sides.

8. Teams need to go past standard and then can go directly to benches.

9. To start set 2, when 2-1/2 minutes of the three-minute intermission between sets has
   elapsed, whistle the teams to tell them to line up (R2 should whistle). Players now
   go directly to their positions on the court.
   If teams go out early, play may start early.

10. All time-outs will be 30 seconds and cannot end early.
    (Regional exception: If both teams are ready the time-out can end early)
11. For a third set (a deciding set, or third set in a three set match)
   • At the end of 2nd set there is no need to switch sides.
   • Do coin toss with captains again.
   • For deciding set switching sides at 8 points is mandatory.
   • To switch sides, whistle and motion teams to switch sides.
   • No trips to the bench or a team delay is given (Preventative officiating by R2)
   • Line-up check is optional.

12. At end of match after you have released the teams, thank your work crew.

B. Calling a point (a serve, a play, a whistle, check work crew, two signals)
   1. Service
      • Scan court – Check receiving team, receiving line judge, receiving coach, R2, serving coach, serving team and serving line judge.
      • Extend arm, whistle, beckon for serve (separate whistle & beckon).
   2. Play continues
   3. Play ends
      • Whistle as soon as ball hits floor or infraction occurs.
      • Whistle should be loud and sharp. Not long like a football whistle.
      • Even if you do not know whether the ball was in or out of bounds still whistle when ball hits floor.
   4. Check your work crew (if appropriate)
   5. Give two separate signals Do not give the signals together.
      • 1st Which team will serve the next ball
      • 2nd Why play was stopped. (ball in/out, double hit, touch, etc.)
   6. Make sure you have red and yellow cards.
      • You will probably never need them, but if you do:
         • Issue the card;
         • Have it recorded;
         • Get on with the match.
         Not having cards means you have to call the R2 over and now the whole process becomes a 'big deal'.

C. Hand signals (General)
   1. Must know the proper signals
      • You communicate to the teams using hand signals
      • People will look to see what you called.
   2. Must show correctly why the play was stopped (whistled).
   3. Sloppy signals imply:
      • You do not care; You do not know;
   4. People behind you must be able to see most of your hand signals.
   5. Signal on the correct side of the net.
   6. Big broad signals. Note: lift signal should be slow.
   7. Look in a mirror. If you look silly in a mirror, you will look sillier on the stand.
8. Raters will look real close at your hand signals.
9. Blow the whistle, then decide which signal to give (noted above).

D. Hand signals (Specifics)
1. Look in the book. Everything is open hand, except player under the net.
2. Blow whistle, then signal.
3. Service:
   Open palm at shoulder height and bring arm across body
4. Touch vs. Out of Bounds
   - TOUCH
     Ball lands out on same side of the net as team that touched it last.
   - OUT of BOUNDS
     Ball lands out on opposite side of net from team that touched ball last.
5. Four hits versus double hit on third contact.
   - If the same player has 3rd and 4th team hits then signal double contact fault (2 hits) otherwise signal 4 hits.

E. You and your work Team
1. General philosophy
   - You are a team !!! The team should work together, not separately.
   - Use your work crew, but you have is the final judgment
2. Scorekeeper - ask your scorekeeper to:
   - Signal set point/match point/change side point
   - Signal when the set is over
   - Get the attention of and hold the R2 if there is a problem
   - Check teams when they line up
3. Line judges
   - Big quick signals - signal first then chase the ball
   - No ball is 'too far in' to not signal 'in'
   - No ball is 'too far out' to not signal 'out' due to possible 'touch' call.
   - If in doubt then 'no touch'
   - Foot faults on serve
   - Touch call only on balls that land out of bounds
   - Long periods of boredom interspersed with instances of blind panic.
   - Use your line judges early and often or they may go to sleep and be gone when you need them most.
4. Second referee (R2)
   - Serves and protects R1.  
     R1 and R2 must work and communicate effectively together.  
     Need good eye contact and support.  
   - R1 must communication their expectations of R2  
     Find out what R1 expects from you.  
   - Calls nets, centerline, back row, and antenna.  Can whistle these infractions.  
   - Whistles for time outs and subs.  
     - R1 does not whistle (No need for two whistles)  
     - Stays at scorekeepers table for subs  
     - Returns court to R1 with hand signal when ready to resume  
     - Whistles end of time out and then signals R1  
   - Does not echo the first ref's whistle (except for ball on the court if necessary)  
   - Echoes R1’s signal and sells the call.  R1 should return favor.  
     - If R2 calls net; R1 does not echo signal but indicates team which serves next  
   - Tries to always be on blockers side of the net.  
   - Transitions quickly moving from side to side behind the standard  
   - Never stands behind or leans against the standard  
   - Signals infractions on correct side of net  
   - Signals touch off of player at end of play when a touch is seen.  
     EXCEPTION: If attack is into block and out on attacking side, signal out and then point (open handed) to player making last contact.  
   - Does not get to see much of the set  
     - Watches the net and centerline and **not the ball**  
     - Checks lineups at start of set.  
     - Communicates with scorekeeper  
   - Calls rotation faults (overlaps)  
   - Discrete signals except for ball down.  
     - Discretely signal four hits, double hits and lifts when R1 is obstructed  
     - Ball handling is R1’s job
HOA Policies & Rule Modifications (Valid only in the HOA Region)

1. The Volley-Lite Ball, or its equivalent, shall be used for all 12, 11, and 10 and under region and national competition. For all non-Gold competition, a service line will be drawn 2 meters inside the backline. Players will be permitted to encroach into the court up to the newly marked service line.

2. Junior teams playing in non-gold tournaments will be allowed to start with 5 players.

3. Adult teams may continue play with 5 players if reduced by injury or illness. Injured or ill player may not play for the remainder of the day.
   **FOR ALL SETS PLAYED WITH ONLY FIVE (5) PLAYERS**
   The set will be played as if there were six (6) players, with the absent player being considered a "Ghost". This means that for 3 rotations there will only be two front row players and the Ghost. Additionally, when the Ghost rotates to the service position an automatic loss of rally will occur and the opposing team will rotate and serve. The Comments section of the score sheet should be used to indicate the Ghost. The Ghost should be assigned a number on the lineup sheet and scoresheet.
   For clarification a "g" will be placed next to the number on the lineup sheet and scoresheet.

4. **Uniform Rule for Adults**
   All HOA adult teams for HOA competition must play in similar uniforms. Failure to comply will result in the offending team starting with a 3 point penalty.
   **Definition of Similar**
   All jerseys must be identical in both numbering, color and style except for Libero.
   Short must be similar in both color and trim except for Libero.
   **Similar Color --- Colors that look the same from a distance.**
   - **Good Examples**
     - Black & Navy (dark) Blue;
     - Dark Reds and Maroon;
   - **Bad Examples**
     - Black & Gray;
     - Cardinal and Maroon;
     - Dark Green & Lime Green;
   **Trim**
   - Stripes or banding must be in same locations and may not vary in color.
   - Stripes or banding may not differ in width by more than ¼ inch.
   - Logos smaller than 2 square inches may vary.

5. **Uniform Rule for Juniors**
   All shorts and jerseys must be identical.
RULES – SOME OF THE TOUGHER ONES

Phantom subs – After lineup submitted must use sub to change a wrong player number
Set officially ends at the end of set signal
Team captain is spokesman
No held balls during jousts
Individual sanctions
Power tips
Misconduct between sets
One handed sets
Improper requests
Interference
Team delays
Pancakes
Only first ref can assess penalties
   R2 communicate with R1 if card is needed
Inadvertent whistles
Jewelry flat band rings Adults only
Two whistles at time of service
Splints and casts
Touching nets, antennas and cables
Biker shorts
Bleachers
Requesting number of subs
Centerline outside of court
Injuries 30 seconds to decide if sub or time out. As long as necessary to remove player from court
Attack line outside of court
Three minute injury time out
30 second time-outs
Not enough players at beginning of match /set
Insignificant net fouls
Not enough players due to expulsion / disqualification
Serve anywhere along end line
Not enough players due to injury (this region only)

What can be blocked
Team captain of record/roster
Breaking wrists on block
Where does block end and first hit start
Can ball passing over net be hit
Back row attack
Back row block
Back row attack by setter
Back row block by setter
Team captain of record
To be a blocker player(s) must be reaching higher than the net
Toss and drop of service attempt. 14 and under re-serve all others side-out
Screening
Legal serve, released and hit with one hand in 8 seconds, 5 seconds for 14 and under
Jump serves
Double hits on first contact
Simultaneous contact - players on same team (either can play net contact)
Simultaneous contact - players from opposite teams on ball that goes out of bounds
Judgment calls can not be protested
Switch sides in third set of three set match (not a best 2 of 3, all three sets are to be played). Tournament ground rule.
Switching sides in all deciding sets is mandatory. (set 3 of a best 2 of 3)
Check height of net in middle
One set playoffs (pool tie breakers) are considered deciding sets. Winning score of 15 or 25 is specified by tournament guideline
Try to decide protest immediately
Adjacent courts, may enter free space around the court.
RATING PROCESS
1. Rating forms
2. Rater should be present for captains' meeting and work crew briefing
3. R2 must pass for the R1 to pass (Adults only)

CLOSING THOUGHTS
1. Mechanics
   • Blow whistle loud and sharp
   • Decide signal
   • Big broad signal of next serving team
   • Big broad signal of reason for stopping play
2. Communicate with and learn from other officials
   • Ask for informal critiques
   • Discuss problem areas
   • Continue your development as an official
3. Use preventative officiating when possible
4. Finally, always remember to avoid becoming part of the match
   Remember, you are not there to control the destiny of the two teams
Fan behavior
More emphasis is being placed on harassing or distracting participants during a match. This relates to fans harassing officials and scorekeepers about the match. Such behavior is not acceptable and should be sanctioned in accordance to the HOA Fan Behavior Rule. Coaches of the officiating team should monitor this carefully and assist officials in sanctioning offenders. Fan behavior sanctions should be reported to the tournament director in addition to being noted on the Score Sheet.
NOTE: Beginning this season only USAV members may be in the playing area or on the courts during a match. This includes parents and fans. Officiating teams and tournament directors should strictly enforce this policy.

Match protocol must be enforced for every match.
Since many of our teams travel out of region, it is important that protocol be followed. This includes:
- **Warm-Up Protocol**
  - **HOA Standard**
    - 2-4-4 minutes for first warm-up for every team
      - 2 minutes shared ball handling for both teams
        (Balls should not be crossing the net)
      - 4 minutes warm-up for each team on the entire court.
        Serving team first, receiving team second
    - 1-3-3 minutes for all first warm-up for each team
      - Same as above
    - **NO SHARED HITTING OR SERVING DURING WARM-UPS** for JUNIORS
      ADULTS may choose to share
  - Submission of line-ups (**On Time**)
  - Reporting to end lines to start match.
  - Changing courts properly

Failure to follow protocol should be sanctioned with a team delay

**Assistant Coaches (AC) (5.3 DCR)**
The New USAV 5.3.1 reads: (Interpretation Letter from USAV coming soon)
"One assistant coach may leave the bench to give instructions to the players on the court. This assistant coach may give these instructions while standing or walking within the free zone in front of his/her team bench from the extension of the attack line up to the warm-up area, no closer than 1 meter from the court, without disturbing or delaying the match. Other assistant coaches may give instructions to players on the court while remaining seated on the team bench."
NOTE: This is new for this season and will require some patience. Officials need to enforce this DCR in an instructional manner. Each offense will result in an IR sanction. If the behavior is disruptive, the AC is subject to a conduct sanction.
Fan Behavior Rule Amendment
Updated 09/17/2007

HOA Rule Amendment
Fans are asked to use common sense and behave responsibly while attending HOA sanctioned volleyball events. Enjoying the competition, enthusiastically celebrating, yelling and cheering for a team is welcomed and encouraged. Actively cheering against any team is not welcomed.

Inappropriate language or action that is disruptive to a sportsman-like atmosphere, or interferes with a player, coach or official’s participation is unacceptable.
Examples of unacceptable fan behavior are; but not limited to:

- Harassing participants: i.e. distracting, interrupting, booing, jeering or yelling at participants;
  Participants include all players, coaches and officials.
- Celebrating the errors or misfortune of participants.
- Obscene words or gestures
- Racial, ethnic or sexually oriented comments

HOA asks all fans, parents and coaches to encourage good sportsmanship and to remind each other when needed; before an official response becomes necessary. It is strongly recommended that teams informally monitor and correct their own fan behavior. Teams, represented by their captain/coach, will be held responsible for any delays brought about in officially responding to disruptive fan behavior.

If an official becomes aware of disruptive fan behavior the following procedure will be used to resolve the situation.

1st Incident
Communicate to the captain or coach that there is disruptive fan behavior which needs to cease immediately. The official will direct the captain/coach to inform their fan(s) that this behavior needs to cease immediately.
This will be considered the team's first official warning and is sanctioned as a team delay.
If a team delay has already been issued then this team delay will be a team delay penalty (TYC).

2nd Incident
Strongly encourage the captain/coach to have their disruptive fan(s) leave the gym to avoid further incident.
This is sanctioned as a team delay penalty (TYC) since the 1st incident resulted in a team delay.

3rd Incident
Play is suspended immediately!
The offending team will forfeit this set keeping all points won.
Any remaining sets will be forfeit with the offending team scoring no points.

If a team’s captain/coach discovers that the disruptive fan(s) is (are) not their fan(s), they should report this to the match officials. The Tournament Director will be informed and assist in finding the correct team’s captain/coach to deal with the disruptive fan(s). This will be considered their first official warning and be assessed and recorded on the scoresheet for that team’s next scheduled match. In circumstances where the offending team is not scheduled to play another match; the captain/coach is still responsible to direct their fan(s) to discontinue disruptive behavior immediately or leave the gym. If the captain/coach can not be located or identified, the Tournament Director will communicate this to the fan(s).

Any disruptive fan behavior incidents must be reported to the HOA office, by the Tournament Director, in writing, within 48 hours.
Techniques

1. **Attack Hit Fault:** Raise the arm, hand open, on the side of the net of the offending player and make a downward motion over the net, palm down. Indicate the player at fault, if necessary, by pointing with an open hand on the offending team’s side of the net.

2. **Penetration into Opponent’s Court/Ball Crossing the Lower Space:** When a ball completely crosses beyond the centerline in the space below the net, or when a player illegally contacts the opponent’s court, the referees will indicate the fault by pointing to the centerline with the index finger of the hand on the offending team’s side of the net. (It may also be necessary to indicate the player at fault by pointing with an open hand.)

3. **Double Contact and Four Hits:**
   a. Double contact: signalled when a player hits the ball twice in succession or the ball contacts various parts of his/ her body in succession. This includes plays in which the same player makes the third and fourth team hits.
   b. Four hits: a team hits the ball four times before returning it to the opponent. This includes plays in which the player who makes the fourth team hit is not the same player who made the third team hit.

4. **“Ready” Signal:** Raise both hands above the head, palms forward. This signal is used by a second referee after any regular game interruption or a delay to the resumption of play. It is also used by the scorer upon completion of recording a substitution(s), or at the end of a time-out. “Ready” means that the scorer has recorded all necessary information, the second referee is in proper position, all substitutes have taken their position on the court, and that the court is ready for play.

5. **Substitution Signal:** Make a circular motion with closed hands and forearms. Two rotations are sufficient.

6. **Requests for Game Interruption:** When opponents request a game interruption (timeout, substitution, etc.) during the same dead-ball period, the second referee will acknowledge each team’s request with a separate whistle.

7. **Antenna Plays:** Unless the “pursuit rule” is in effect and the ball is being pursued, the whistle should be blown immediately after any team hit or block crosses the net partially or totally outside the crossing space.
Points of Emphasis

1. Disruptive coaching includes loud or abusive language, comments to officials, comments to opposing teams, throwing of objects, displaying disgust in an overt manner.

2. Contact with the portion of a ball that is above the opponent’s playing area is not permitted, except as described in USAV 14.3 during blocking action. Players are allowed to follow through over the opponent’s playing area after an attack hit, as long as the initial point of contact is over their own playing area.

3. The server must be on the playing surface before the first referee authorizes the service.

4. A request for an illegal substitution shall result in an improper request. If such a request is accepted, a team delay sanction shall result.

5. During warm-ups, when one team has exclusive use of the court, the opposing team may warm up in the free zone surrounding the court, but may not interfere with the warm-up of the opponent, including serving practice.

6. Screening has been defined as actions which prevent the opponent from seeing the server or the flight path of the ball (Rule 12.5.1). Reference to “seeing the contact of the serve” has been removed.

7. Retrieving the ball from beyond the playing area (Rule 9 & USAV 9) will be limited to cases in which the entire area surrounding the playing surface is free from obstructions and safety hazards. The playing surface may not be more than 1.25 cm (1/2”) higher than the secondary surface. If Rule 9 and USAV 9 are not in effect and a player attempts to retrieve a ball that is above a non-playing area, the player must have a body part in contact with the playing surface when the ball is contacted. The player may enter the non-playing area after contacting the ball. In all cases, service actions must take place from within the playing area.
2007-2008 DOMESTIC COMPETITION REGULATIONS
SIGNIFICANT RULE CHANGES AND CLARIFICATIONS

USAV 4.3.3
1. Deleted USAV 4.3.3: “The players' jerseys must be numbered from 1 to 99. Duplicate numbers are not allowed.”
2. Replaced with: “The players' jerseys must be numbered in a permanent manner from 1 to 99. Duplicate jerseys are not allowed.”

USAV Rule 4.3.3.1 a and b
1. Deleted USAV 4.3.3.1 a: “Numbers must be clearly visible. Each jersey must use the same color and number height for all players except the Libero.”
2. Replaced with new USAV 4.3.3.1a: “Uniform numbers must be clearly visible and centered on the chest and back. Each jersey must use the same color and number height for all players except the Libero.”
3. Deleted USAV 4.3.3.1 b: “The number must be placed in the center of the back. For the front, the number must be either centered or the top of the number must be no more than 12.5 cm (5”) down from the shoulder seam. The medial edge of the number must be no more than 7.5 cm (3”) from the midline of the jersey. It is recommended now and required Nov. 1, 2007: Uniform numbers centered on the chest and on the back.”

USAV Rules 5.3.1 and 5.3.2
1. Deleted USAV rule 5.3.2: The assistant coach(es) may give instructions to the players on the court. The assistant coach(es) may give these instructions while standing or walking within the free zone in front of his/her team bench from the extension of the attack line up to the warm-up area, without disturbing or delaying the match.”
2. USAV rule 5.3.1 has changed again PLEASE REFER TO THE HOA RULES POINTS OF EMPHASIS in the REFEREE REFERENCE MANUAL

USAV Rule 7.2.2
1. Edited USAV rule 7.2.2 to read: “For nationally sanctioned adult competition, it is recommended that teams warm up together at the net for 10 minutes if both team captains agree; otherwise each team will have five minutes separately. For consecutive warm-ups, the team with first service has the court first.”
2. Deleted: "For nationally sanctioned USA Volleyball Junior Olympic competition, it is recommended that teams spend two minutes with ball handling and spend four minutes separately at the net. The team with the first service has the court first.”
3. Replaced with: “The protocols described on pages 155 and 156 will be used at the Open Division of the Adult Championships, High Performance Championships, the National Junior Olympic Championships and the Junior Invitational.”

Rule 9.1.2.3
1. Deleted Rule 9.1.2.3 “If simultaneous hits by two opponents over the net lead to a “CATCH”, it is a “DOUBLE FAULT” and the rally is replayed.”
2. Replaced with 9.1.2.3: “If simultaneous hits by opponents over the net lead to extended contact with the ball, play continues.”
3. Deleted USAV rule 9.1.2.3 “USAV is testing this rule. A Joust occurs when players of opposing teams cause the ball to come to rest above the net through simultaneous contact. A joust is not a fault, and play continues as if the contact were instantaneous.”
USAV Rule 19.1.
1. Edited USAV Rule 19.1.2 to read: "The Libero may be designated for the set and must be indicated on the line-up sheet for each set."

USAV Rule 19.2a
1. Added USAV rule 19.2a “It is recommended now and required November 1, 2009 that the Libero uniform must be a contrasting color and not include any color from the regular team jersey (excluding the color of the numbers). Color combinations such as purple/black, dark green/black, navy/black, or navy/maroon are not distinctive enough to comply with the rules.”
2. Renumbered the old USAV rule 19.2 to become 19.2b.

USAV Rule 19.3.3.1
1. Added USAV 19.3.3.1: “The player thus re-designated as Libero must remain as the Libero for the remainder of the set.”

USAV Rule 23.3.3
1. Deleted USAV 23.3.3: “At the end of the match, he/she is not required to sign the scoresheet, but is still required to check the scoresheet for accuracy.” The effect of this is to require the first referee to check and sign the scoresheet.

USAV Rule 25.2.3.3
1. Deleted USAV Rule 25.2.3.3: “The team captains and the referees are not required to sign the scoresheet. However, the referees are still required to check the scoresheet for accuracy.”
2. Replaced with USAV 25.2.3.3: “The team captains and the second referee are not required to sign the scoresheet.”

Editorial Clarifications:
1. Added USAV 4.3.3.1.b – “Color combinations such as purple/black, dark green/black, navy/black, or navy/maroon are not distinctive enough to comply with the rules.”
2. Corrected USAV 4.3.3.2 – change 1 cm to 10 cm (4”).
3. USAV 15.6 - moved item a. “The sanction for a wrong position entry request is an improper request.” to the end (f.) and re-ordered.
4. Added USAV 19.1.2 add “…and must be recorded on the line up sheet for each set.”
5. Added USAV 27.2.1 to read: “When flags are not used, the line judges will perform their functions as shown in Diagram 11, Officials Hand Signals 3, 4, 5 and 9.”
6. Corrected hand signals to remove the flag signals from the Officials Hand Signals. Renumbered the hand signals as Diagram 11. Added Diagram 12 which will include the Lines Judge Signals (with flags).
Beach Rule 8.1
1. Deleted: “Before the warm-up, the first referee carries out a coin toss in the presence of the two team captains. The winner of the coin toss chooses:…”
2. Replaced with: “Before the official warm up, the first referee conducts the coin toss in the presence of the team captains, where appropriate. The winner of the coin toss chooses:…”

Beach Rule 15.3.1
1. Deleted Beach Rule 15.3.1 “It is forbidden to touch any part of the net or the antennae (exception: Rule 15.3.4).”
2. Replaced with: Beach Rule 15.3.1: “Contact with the net by a player is not a fault, unless it is made during the action of playing the ball, or it interferes with the play. Incidental contact of the hair is never a fault. Some actions of playing the ball may include actions in which the players do not actually touch the ball.”

Beach Rule 15.3.2
1. Deleted Beach Rule 15.3.2: “Once the player has hit the ball, he/she may touch the posts, ropes or any other object outside the total length of the net provided that this action does not interfere with play.”
2. Replaced with Beach Rule 15.3.2: “Once the player has hit the ball, he/she may touch the post, rope or any other object outside the total length of the net provided that this action does not interfere with play.”

Beach Rule 15.3.3 and 15.3.4
1. Deleted Beach Rule 15.3.3: “When the ball is driven into the net, which causes it to touch an opponent, no fault is committed.”
2. Replaced with Beach Rule 15.3.3: “When the ball is driven into the net and causes it to touch an opponent, no fault is committed.”
3. Delete Beach Rule 5.3.4: “Incidental contact of hair is not a fault.”

Beach Rule 15.4.3:
1. Deleted Beach Rule 15.4.3: “A player touches the net (Rule 15.3.1).”
2. Replaced with: “A player touches the net or the antenna during his/her action of playing the ball or interferes with the play (Rule 15.3.1).”

Beach Rule 25.3.3
1. Added Beach Rule 25.3.3: “At the end of the match, he/she checks the scoresheet and signs it.”

Beach Rule 26.3.2
1. Added Beach Rule 26.3.2: “At the end of the match, he/she signs the scoresheet.”

Editorial Clarifications:
1. Edited Beach Rule 15.3.2 to read: “Once the player has hit the ball, he/she may touch the post, rope or any other object outside the total length of the net provided that this action does not interfere with play.”