

NCVF Rules of Play 2009-2011

2009-2010 National Collegiate Volleyball Federation Rules of Play

For all NCVF competitions, the **2009-2011 Domestic Competition Regulations** as presented by USA Volleyball are in full effect with the modifications detailed below. Current USAV DCR (rulebook) can be found at the following link on the [USA Volleyball website](http://www.usavolleyball.org).

The NCVF has approved and adopted the rule modifications and clarifications presented in this document to permit uniformity of play for NCVF recognized men's and women's collegiate club volleyball teams throughout the United States.

For information pertaining to the application of the rules, please consult the USA Volleyball website at www.usavolleyball.org. Questions regarding interpretation of the rule modifications and clarifications presented below may be addressed to the NCVF at ncvfcompliance@ncfvolleyball.org.

Modifications

1. The Libero Player will be allowed to serve in one position in the rotation.
 - *Rule 19.3.1.3 - He/she may **not serve**, block or attempt to block, **is modified** to allow the Libero to serve in one position in the rotation. The implementation of this modification will follow the procedures used when playing by NCAA Women's Volleyball Rules.*
 - *Rule 19.1.1 - Each team may designate one specialized defensive player (Libero) per set applies.*
2. In extraordinary circumstances, a team may play with five players and a ghost.
 - *Rule 7.3.1 - There must always be six players per team in play. The team's starting line-up indicates the rotational order of the players on the court. This order must be maintained throughout the set. This rule **is modified** so if due to injury or other extraordinary circumstances, a team may play with five players and **one** ghost. The Director of Competition will make the determination if extraordinary circumstances exist. The expulsion or disqualification of a player does not constitute extraordinary circumstances.*
 - *Rule 7.3.1.1 - If the team elects to proceed with five players and one ghost, the rotational order of the six player lineup must be maintained.*

Rule 7.3.1.2 - When a team elects to proceed with five players and one ghost, and the ghost (missing player) position rotates to serve in position No. 1, a point and service is immediately awarded to the opponent.

Clarifications

1. 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. Numbers must contrast with the jersey that they are printed on.
- 2, USAV 4.3.3.1b: Color combinations such as purple/black, dark green/black, navy/black, white/yellow or navy/maroon are not distinctive enough to comply with the rules. USAV 4.3.3.2: It is recommended that the numbers be a minimum of 15 cm (6") in height on the chest and a minimum of 20 cm (8") on the back. The numbers must be a minimum of 10cm (4") in height on the chest and a minimum of 15 cm (6") in height on the back. Teams that are purchasing new uniforms should go with the larger numbers. USAV 19.2a: The Libero player's jersey **must contrast in color** with that of the predominant colors of the jerseys of the other team members. Color combinations such as purple/black, dark green/black, navy/maroon, and white/light yellow are not distinctive enough to comply with the rules.
3. During the team check-in process at the NCVF Events, the NCVF will inspect two representative jerseys and shorts, including the Libero jersey, which a team plans to use at the event.
4. USAV 4.1.1: A team may consist of a maximum of 15 players.

Significant Rule Changes

The 2009-2010 season is the first year that the following significant rule changes or procedural changes will be implemented:

1. New Centerline Rule found in Rule [11.2](#)
2. New Net Touch Rule found in Rule [11.3](#) & [11.4](#)
3. Substitution Requests under Rule [15.10.3](#)
4. Post Match Approval of the Match Result under [25.2.3.3](#)
5. There are many additional editorial and narrative explanation changes that under USAV 20.1 are the team's responsibility to review.

11.2 Penetration Under the Net x

11.2.1 It is permitted to penetrate into the opponents' space under the net, provided that this does not interfere with the opponents' play.

- 11.2.1.1 To touch the opponent's court with a foot (feet) is permitted, provided that some part of the penetrating foot (feet) remains either in contact with or directly above the center line.
- 11.2.2 Penetration into the opponent's court, beyond the center line:
- 11.2.2.2 To touch the opponent's court with any part of the body above the feet is permitted provided that it does not interfere with the opponent's play.
- 11.2.3 A player may enter the opponent's court after the ball goes out of play.
- 11.2.4 Players may penetrate into the opponent's free zone, provided that they do not interfere with the opponents' play.

11.3 Contact with the Net x

- 11.3.1 Contact with the net by a player is not a fault, unless it interferes with the play.
- 11.3.2 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.
- 11.3.3 When the ball is driven into the net and causes it to touch an opponent, no fault is committed.

11.4 Players' Faults at the Net x

- 11.4.1 A player touches the ball or an opponent in the opponents' space before or during the opponents' attack hit.
- 11.4.2 A player interferes with the opponent's play while penetrating into the opponent's space under the net.
- 11.4.3 A player's foot (feet) penetrates completely into the opponent's court.
- 11.4.4 A player interferes with the opponent's play by (amongst others):
- touching the top band of the net or the top 80 cm (2' 7.49") of the antenna during his/her action of playing the ball, or
 - taking support from the net simultaneously with playing the ball, or
 - creating an advantage over the opponent, or
 - making actions which hinder an opponent's legitimate attempt to play the ball.

15.10.3: Substitutions are only recognized when the sub enters the zone. There is no longer a request from the coach or captain. x

- 15.10.3a - The actual request for substitution is the entrance of the substitute player(s) into the substitution zone, ready to play, during a regular interruption.
- 15.10.3b - If that is not the case, the substitution is not granted and the team is sanctioned for a delay
- 15.10.3c - The request for substitution is acknowledged and announced by the scorer or second referee, by use of the buzzer or whistle, respectively.

25.2.3.3: Defines when and by whom the scoresheet is signed. x

25.2.3.3 The second referee is not required to sign the scoresheet(s). For junior competition, the coaches sign the scoresheet(s) after the match to verify the results. For adult competition, in the absence of a coach, the team captains sign the scoresheet(s) after the match to verify the results.

Since most collegiate club teams do not have a non-playing coach, the captain will verify the match result by signing the scoresheet. At this time the captain can also complete their responsibilities under 5.1.3.1 to thank the referees.

Officially approved and adopted by the NCVF, Effective 09/01/09
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