

## 2003-04 Volleyball Rule Changes

- 1-2-1        **Effective no later than 2004-05** scoring format (rally scoring)
- 3 out of 5
  - 25 point games (no cap)
  - 15 point deciding game (no cap)
  - include let serve
  - 2 time-outs per game
- Rationale:** Scoring preference for high school volleyball.
- 1-4-1 (NEW) Upon entering the facility, the home team shall select their team bench.  
**Rationale:** Encourages good sportsmanship by pre-determining bench.
- 1-4-3        The visiting captain shall call the toss. The winner shall choose either to serve or receive.  
**Rationale:** Choice of court is no longer involved in pre-match coin toss.
- 1-4-4        If necessary, prior to the deciding game of a match, the home captain shall call the toss. The winner shall choose to serve/receive or the playing area. The loser of the toss shall be given the remaining choice.  
**Rationale:** Pre-determining who calls the toss in the deciding game keeps the flow and order of all matches consistent.
- 4-1-6        Players shall not wear jewelry (including during pre-match warm-ups) with the exception of religious or medical medals. If such medals are worn, they shall be taped to the body under the uniform.  
**Rationale:** Rule compliance for jewelry is to be for pre-match warm-up as well as competition.
- 4 Note        Uniforms shall be worn as intended by manufacturers.  
**Rationale:** Consistent with uniform restrictions in other rule codes.
- 4-2-3f       Placed so the top of the number on the front of the uniform is no more than 5 inches down from the shoulder seam; or placed so the number is centered no more than two inches below the neckline opening on the upper body or no more than two inches below the bottom edge of the neckline ribbing on the uniform top.  
**Rationale:** Uniform sales personnel indicate the manufacturers cannot place a number two inches from the neckline opening because of the ribbing around the neckline opening.
- 9-3-3l        A live ball becomes dead when an official's whistle sounds.  
**Rationale:** Clarifies that if in the judgment of the official, the ball is dead when an inadvertent whistle sounds on that court.
- 9-3-3m        A live ball becomes dead when a timer's audio signal interrupts play.  
**Rationale:** Clarifies that if in the judgment of the official the signal interrupted play, the point may be replayed.

- 9-4-8 Multiple contacts are more than one contact by a player during one attempt to play the ball. Multiple contacts are permitted only:  
b. On any first team hit, whether or not the ball is touched by the block.  
**Rationale:** Delete the “provided there is no finger action” from the existing rule. “Finger Action” is open to a multitude of interpretations and makes for inconsistent application.
- 9-5-4 Play continues when a back-row player, (on or in front of the attack line), contacts the ball, which is completely above the height of the net, on the team’s first or second contact, and the flight of the ball is toward a teammate and the opponent legally contacts the ball before it completely crosses the vertical plane of the net (even if it is also in the direction of the opponent’s court). It is a back-row player foul if the flight of the ball is toward the opponent’s court and not toward a teammate and is legally touched by an opponent above the net. If the ball is hit back into a back-row player, it is ruled as the team’s first hit/contact.  
**Rationale:** Removes the need for an official to judge the intent of the back-row player by only judging the direction of the ball.
- 9-6-1 ART **Effective 2004 with rally scoring...** A ball contacting and crossing the net shall remain in play provided ball is entirely within the net antennas.  
**Rationale:** This rule change is necessary to support the rule change allowing continuation of play on a net serve (let serve).(8-2-6a)
- 10-2-6b Substitute enters or a player leaves the court before the umpire directs them to do so.  
**Rationale:** The official must release a player onto the court rather than have players enter and leave without confirming the readiness of the scorer.
- 11-2-4 A time-out will last for a maximum of 60 seconds or less if both teams are ready for play.  
**Rationale:** Consistent administration of time-outs. Time-outs will end early if both teams are ready to play.
- 11-2-6 **Effective 2004-05 with rally scoring.** Delete
- 12-2-7f,  
12-2-8e Disrespectfully addressing, baiting or taunting anyone involved in the contest;  
**Rationale:** This modification would conform to the excellent language found at the top of page 46, points of emphasis in the 2001-2002 rules book. Although rare, coaches, for example, have been known to disrespectfully address their own players—an offense than can be penalized.

Editorial 4-2-1, 4-2-6, 6-1-2, 7-1, 9-4-4a, 9-3-3l, 9-5-1b, 9-5-5b, 9-9-1i, 10-2-1b, 12-2-8e