

2010-2011 NCAA RULE CHANGES

Page 15, Rule 1.1.1.2 – Playing Surface

Media personnel will be permitted on the court during timeouts and between sets unless prohibited by the host institution or tournament director.

RATIONALE: The previous language was intended to designate media personnel's position during play. The new language clarifies the media's position at other times.

Page 41, Rule 7.1.2.8 – Uniform Numbers

A damaged jersey has been added as an exception to the requirement for players to retain the same number throughout the match.

RATIONALE: The previous language only covered the situation where blood makes a uniform unusable. A damaged jersey or unreadable number must be dealt with in a like manner.

Page 45, Rule 8.1 – Playing Faults and Consequences

A "completed rally" is defined as the sequence of actions that begins with a service contact and ends with a point awarded. Libero replacements and requests for timeout, or substitution can only occur after a completed rally.

RATIONALE: The previous rule language was not specific in the definition of a completed rally, so replay situations were open for interpretation. The new definition will help to clarify those situations.

Page 45, Rule 8.1.3.1

A *rally* is a sequence of playing actions from the moment of the service contact by a server until the ball is out of play. A rally is completed when the playing actions results in a point awarded to either team.

Page 49, Rule 9.1.1.1 – Pre-Match Protocols

In a tournament situation, if a warm-up court in the same facility (complete with net and a team area as defined in Rule 1.3.5 for each team) is available for at least 10 minutes prior to the start of the timed warm-up period, the required 10 minutes of shared court warm-up

may take place there rather than on the competition court. The warm-up protocol on the competition court may consist of only the last 19 minutes of the defined pre-match protocol.

RATIONALE: This change will allow tournaments to run more efficiently and stay on time without reducing the overall warm-up time for the student athletes.

Page 51, Rule 9.2.4.4 – Deciding Set Coin Toss

Playing captains are no longer required to report for the deciding set coin toss. Any team representative may attend.

RATIONALE: After a fourth set is completed, the playing captain who has been competing should be allowed to go directly to the team bench if necessary, rather than reporting to the referees for the coin toss. The pre-match coin toss can be conducted with any team representative; it is logical for the deciding game coin toss to use the same parameters.

Page 53, Rule 10.1.1.1 – Team Lineup Submission

Playing lineups for the first set of the match must be submitted at least three minutes prior to the end of the timed warm-up protocol. However, changes will be allowed without substitution until there is one minute remaining in the timed warm-up protocol. At that time, the lineups can be released to the official statisticians, announcer, and other appropriate parties.

RATIONALE: The previous requirement to submit the lineup with only one minute remaining until match time did not allow sufficient time for the scorekeeper and assistant scorekeeper to accurately record the lineups on the official forms. The new process will allow that to occur, and still establish a point at which the lineups can be released to the statisticians and other match personnel.

Page 57, Rule 11.1.1.1 –

Regular set interruptions are timeouts, and substitutions. An interruption is the time between one completed rally and the first referee's whistle for the next serve.

Page 58, Rule 11.1.1.1 –

“Timeouts are allowed before the start of a set or after a completed rally (Exception: Rule 11.3.5.1)

Page 59, Rule 11.3.3.1 –

“Substitutions are allowed before a start of the set or after a completed rally. (Exception: Rule 11.3.5.1) A team that is forced to rotate by actions other than a completed rally may also make a substitution request.

Page 61, Rule 11.3.5.1 –

“If a serious accident occurs while the ball is in play a referee must stop play immediately. The rally is replayed.”

If the injured player cannot continue play within 30 seconds the player must be replaced by a legal substitution or a legal Libero replacement or the team must take a timeout if the player is to continue playing.”

Page 70, Rule 13.2.3.1 – Rotation Fault (Wrong Server)

When a wrong player is about to serve the ball, the scorekeeper will wait for the service contact and then report the fault to the referees. The scorekeeper will not be responsible for stopping play.

RATIONALE: The previous rule language called for the scorekeeper to stop play. However, frequently it was subsequently discovered that the scorekeeper’s wrong server identification was incorrect. The new language will allow the second referee to use good judgment on stopping play or allowing the current rally to complete before reviewing the scoresheet to determine if the server was indeed incorrect.

Page 78, Rule 15.1.1.1 – Ball Crossing the Net (“Pursuit” Rule)

If a ball has crossed to the opponent’s free zone that is pursuable per this rule, a player is no longer restricted from crossing under the net or net cable to retrieve the ball.

RATIONALE: Other rule codes that have allowed this play have not reported a significant injury rate to players making this play, and have stated that a high percentage of successful retrievals are made by players using this path. If one of the most exciting plays in the game of volleyball can be allowed without increased injury exposure, the rules should not prohibit it. 3

Significant Editorial Changes

Page 33, Rule 6.1.5 – Use of Electronic Aids

Language will be added to indicate that the use of electronic devices within the facility is only restricted if the information being transmitted pertains to the competition.

Page 43, Rule 7.3.2 – Illegal Equipment/Jewelry

New York State Modification – Page 3 - #1 same as 2009

A clarification will be made to indicate that if jewelry or illegal equipment/uniform is discovered on a player who is on the court, a delay sanction will only be assessed if a delay results from requiring the jewelry or illegal equipment/uniform to be rectified.

Page 52, Rule 9.3 – End of Match

The language was modified to make the post-match handshake by players optional.

Page 103 – Event Management

The instructions have been modified to allow cheerleaders and official team mascots to stay on one side throughout the match at NCAA Championship sites at the direction of the tournament committee. Cheerleaders and mascots will still be required to not interfere with the opposing team when they are on the court during timeouts and between sets.

Page 104 – Event Management

Instructions have been added for use of the scoreboard horn/buzzer during the warm-up protocol, timeouts, and between sets.

Appendix D has been added to provide guidelines for identifying and dealing with concussions.