

Western Piedmont Officials Association

Volleyball Rules Clinic

Sessions 1 & 2

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Rule 1

THE GAME

SECTION 2: Match

- Rule 1-2-1:
 - A match shall consist of best 3 out of 5 sets (Varsity).
- Rule 1-2-2:
 - A match shall include a let serve.
- Rule 1-2-3:
 - A match shall include 2 time-outs per game.

SECTION 4: The Game

- Rule 1-4-1:
 - The first 4 sets shall be 25 points (no cap), and a team must win by 2 points.
- Rule 1-4-2:
 - The 5th set shall be 15 points (no cap), and a team must win by 2 points.
- J.V. Matches
 - A match shall consist of the best 2 out of 3 sets. Each set to 25 points (no cap), and a team must win by 2 points.
- Rule 1-6-1:
 - Upon entering the facility the home team shall select it's team bench.

SECTION 6: Pre-match Conference

- Rule 1-6-2:
 - Prior to timed warm-ups, a conference shall be conducted with the head coach and the captain from each team.
- Rule 1-6-3:
 - During the pre-match conference, the visiting captain shall call the toss.
 - Casebook pg. 54-55
 - The winner shall choose to either serve or receive serve.
- Rule 1-6-4:
 - Prior to the deciding set of a match, the home captain shall call the toss.
 - The winner shall choose to serve/receive or the choice of court.
 - The loser shall be given the remaining choice.

SECTION 7: Suspension

- Rule 1-7-4:
 - A set shall be declared a forfeit when a team has fewer than 6 players to start the match.

SECTION 8:

Music/Sound Effects/Artificial Noisemakers

- Rule 1-8:
 - The playing of music/sound effects shall only be permitted during pre-game, time-outs, between sets and post-game. The use of artificial noisemakers shall be prohibited.

Situation 1

At the pre-match conference, the assistant coach represents team A.

Situation 1

Ruling: Illegal procedure.
Rule 1.6.2

Comment: The pre-match conference shall be conducted with the head coach and the captain(s) from each team.

Situation 2

During the coin toss prior to the deciding set of a match, the home team calls the toss, wins

(a) chooses playing side

(b) chooses to serve.

Situation 2

RULING: (a) and (b) legal.

Both choices are available for a deciding set.

Rule 1.6.4

COMMENT: The rule is meant to give each team the opportunity to call the coin toss.

Situation 3

Team B arrives with only five players at the time for the first set.

The coach calls both his/her time-outs to allow more time to complete the team.

The second referee awards the time-out and when no additional player arrives declares a forfeit and begins the clock for the next set.

Situation 3

RULING: Correct procedure.

Rule 1.7.4

COMMENT: A time-out may be granted prior to the set.

Situation 4

In:

- (a) the band from the home team is playing during live ball
- (b) the electronic scoreboard is playing sound effects just before an opponent is attempting to serve;
- (c) fans from the visiting team are using artificial noisemakers during an opponents serve attempt
- (d) the home team cheerleaders are using their megaphones to bang on the floor each time the opponent contacts the ball during play

Situation 4

RULING: All situations are prohibited by rule.

Rule 1.8

COMMENT: Referees should notify host management. If problem continues it may result in an unsporting conduct call being assessed to the head coach.

Rule 2

THE COURT

SECTION 1: The Court and Markings

- Rule 2-1-1:
 - It is recommended that the area above the court be clear of any obstructions and at least 23 feet high.
- Rule 2-1-3:
 - There shall be at least 6 feet and preferably 10 feet of unobstructed space outside the boundary lines.
- Rule 2-1-4:
 - A continuous center line, 2" wide, shall separate the courts into 2 play areas.
 - A solid or shadowed bordered line is permissible.
- Rule 2-1-7:
 - The substitution zone is the area near the sideline between the attack line and the center line

SECTION 4: Restricted Play

- Rule 2-4-2:

A player may play a ball over a non-playable area if the player has a body part in contact with a playable area at the time the ball is contacted, and may enter the non-playable after playing the ball.

Situation 5

A substitute attempts to enter the substitution zone

- (a) 3 feet from the sideline
- (b) 5 feet from the sideline

The second referee recognizes the substitution
with a whistle and a signal.

Situation 5

RULING: Correct procedure.

Rule 2.1.7

COMMENT:

There is no limit to the depth of the substitution zone. As long as the substitute crosses the 10-foot line extension and is between the scorer's table and the sideline, the substitute is considered to have entered the substitution zone.

Situation 6

A player from team A:

- (a) after making a legal play on a ball, enters a non-playable area
- (b) makes a save while sitting on the scorer's table with no contact with the floor or any playable area on her side of the net
- (c) saves a ball with one foot in a playable area and one foot in a nonplayable area
- (d) moves a curtain divider that is more than 6 feet from the court to play the ball.

Situation 6

RULING: (a) and (c) legal
(b) and (d) illegal

Rule 2.4.2

COMMENT: Players may play a ball over a non-playable area, provided the player is in contact with the playable area. A player may enter a non-playable area after playing the ball. Referees should address the curtain when reviewing ground rules in the pre-match conference.

Situation 7

Team R volleys the ball so it becomes motionless on an overhead obstruction:

(a) over Team R's court

(b) over Team S's playing area

(c) over a playable area which is outside of the boundary lines on Team R's side of the net extended

Situation 7

RULING:

(a) and (c) replay

(b) point

Rule 2.2.1

COMMENT:

In (a) and (c) point if the volley is Team R's third hit.

Situation 8

During play, the ball hits the antenna in the body of the net, rebounds out and is played by Team R.

The line judge waves to the first referee and then signals “out.”

Situation 8

RULING: Correct procedure
Rule 2.3.1

COMMENT: The ball touching the antenna above or within the net is out of bounds.

Rule 3

Game Equipment

SECTION 1: The Net and Markings

- Rule 3-1-1:
 - Any exposed steel cable and/or metal tensioning device through the top and bottom of the net shall be covered.
- Casebook pg. 10 – 3.1.1 Situation A
- Rule 3-1-3:
 - Standards must be padded to a minimum height of 5 ½ feet.
 - Front and sides of the referee's platform must be padded in the same manner.
 - Any guy or rigid braces must be padded to a minimum height of 5 ½ feet.
- *Failure to pad any of the above –the match shall not be played and the State Association shall be notified.*

SECTION 1: The Net and Markings

- Rule 3-1-4:
 - The height of the net shall be 7' 4 1/8" measured at the center of the net.
 - The net measured at the ends shall not exceed this height by more than 3/4."
- Rule 3-1-5:
 - Net antennas shall be attached to the net in line with the outside edge of the sideline and extend up at least 2 1/2' but no more than 3 1/2' above the net.
- Rule 3-1-6:
 - A safe, stable platform, which elevates the referee's head to between 2-3' above the top of the net.

SECTION 2 : The Ball

- Rule 3-2-1:
 - The ball shall be inflated with 4.3-4.6 pounds of air and at least one-third of the panels shall be white.
- Rule 3-2-2:
 - The home team shall provide game balls.
- Rule 3-2-3:
 - The ball shall include the NFHS authenticating mark.

SECTION 3:

The Scoresheet and Scoreboard

- Rule 3-3-1:
 - A scoresheet shall be supplied by the host team and kept at the official's table from at least 20 minutes before the match and throughout the match.
- Rule 3-3-2:
 - A scoreboard visible to teams, officials and spectators is required.

SECTION 5: Team Benches

- Team benches shall be no closer to the sidelines than 6' and no closer to the out-of-bounds extensions of the center line than 10'
- *When game equipment, other than required padding, does not meet rule specifications, the match shall be conducted, and the improper conditions reported to the appropriate authority.*

Situation 9

Prior to the match, the first referee notices the top metal cable of the net is:

- (a) not covered
- (b) covered with tape
- (c) coated with white plastic
- (d) heavily padded with foam rubber.

Situation 9

RULING: (a) illegal, must be covered
(b) and (c) legal
(d) legal although not preferred

Rule 3.1.1

COMMENT: When a metal cable is used through the top or bottom of the net, it must be covered

Situation 10

The team benches begin at the edge of the officials table, about 2 feet from the center line extension.

Situation 10

RULING: No penalty.
Rule 3.5

COMMENT: If space permits, the benches shall be moved to 10 feet from the center line.

Rule 4

Player Equipment and Uniform

NOTE:

Prior to the match, head coaches shall verify that all their players are legal and wearing legal uniforms and equipment.

SECTION 1: Equipment

- Rule 4-1-1:
 - A guard, cast, or brace made of hard and unyielding leather, plaster, pliable (soft) plastic, metal or any other hard substance, even though padded is not permitted on the finger, hand, wrist, or forearm.
- Rule 4-1-2:
 - Supports/braces are permitted on other parts of the body (an elbow brace shall not extend more than halfway down the forearm) referee may require a support/brace to be covered or padded if a sharp edge or point is exposed.
- Rule 4-1-3:
 - Artificial limbs are permitted as long as they are no more dangerous than the other limbs, properly padded, and a letter of permission from the state association must be made available to the officials.
- Rule 4-1-4:
 - Any equipment that increases a player's advantage or presents a safety concern (i.e. towel tucked in uniform waistband) is prohibited.

SECTION 1: Equipment

- Rule 4-1-6:
 - Hair devises made of soft material or unadorned **bobby pins and flat clips no longer than 2 inches**, may be worn to control hair.
 - Hair adornment made of soft material and no more than 2” wide may be worn.
- Rule 4-1-7:
 - Players may not wear jewelry (including during pre-match warm-ups).
 - Religious and medical alert medals are not considered jewelry.
 - A religious medal must be taped and worn under the uniform.
 - A medical alert medal must be taped and may be visible.
- Rule 4-1-9:
 - Players shall not wear body paint or glitter on their hair, face, uniform or body.

PENALTIES

- *When a player wearing illegal equipment attempts to enter set or is discovered in the set, unnecessary delay shall be assessed the team.*
- *If the team has a time-out remaining, grant the time-out, and the player may enter/or remain in the set provided the illegal equipment is removed or made legal.*
- *If the team has no time-outs remaining, loss of rally/point shall be awarded the opponent.*
- *The player shall be removed, unless the illegal equipment is removed or made legal immediately.*

PENALTIES:

- Discovery of jewelry on a player (s) during warm-up shall result in the official directing the player to remove the jewelry. A player (s) who does not comply shall be charged with unsporting conduct.

SECTION 2 : Legal Uniforms

- Rule 4-2-1:
 - Uniforms must be free of hard and unyielding items (buttons, zippers, snaps, fasteners, etc.)
 - Uniforms must be worn in the playing area.
 - Removal of any part of the uniform is unacceptable behavior.
 - Uniforms must be worn as intended by the manufacturer - Bare midriff tops are not allowed – The uniform top must hang below or be tucked into the waistband of the uniform bottom when the player is standing upright.
- Rule 4-2-2:
 - The libero must wear a uniform top that is immediately recognized from all angles as being in clear and contrast to and distinct from the other members of the team.
 - The libero must have an legal number.

Although having the same uniform number both as a libero or non-libero is preferred, it is acceptable for the libero to have 2 uniform numbers.
- Rule 4-2-3:
 - Each player, including the libero, shall be identified by a number on the uniform top which is not a duplicate of a teammate's number.

SECTION 2 : Legal Uniforms

- Rule 4-2-4:
 - Numbers shall be placed on the front so that the top of the number is no more than 5” below the bottom edge of any neckline ribbing, placket, or seams on the uniform top. See rule book page 16, 4.2.4.f
- Rule 4-2-5:
 - If a visible number is worn on the uniform bottom, it shall be the same number as the uniform top.
- Rule 4-2-7:
 - If undergarments such as t-shirts, body suits, etc. are worn in such a manner that they are exposed, they shall be a single color similar to the predominant color of the uniform top.
- Rule 4-2-8:
 - Players shall not wear undergarments or tights which extend below the uniform bottom.

PENALTIES

- See rulebook page 17
- When a team cannot begin the match with 6 players wearing legal uniforms, a loss of rally/point shall be awarded to the opponent at the beginning of the match and the state association shall be notified. See rulebook page 17

Situation 11

A substitute from Team S attempts to enter the set wearing:

- (a) a cast on her hand which is padded
- (b) a flexible plastic support on the forearm
- (c) a thick layer of sweatbands on the forearm.

Situation 11

RULING: (c) legal
(a) and (c) illegal

Rule 4.1.1

COMMENT: The cast, although padded, is illegal equipment, unnecessary delay is assessed, and the substitute is not permitted to enter.

Situation 12

During set #1, a player on Team S is found to be wearing illegal equipment.

The team is assessed unnecessary delay and the player made legal.

Later in the match, a teammate attempts to enter the set wearing jewelry.

Situation 12

RULING: Illegal equipment.

Rule 4.1.2

COMMENT: Subsequent equipment violations by the same team during the match will result in a point/loss of rally being awarded to the opponent, and the player being removed until the illegal equipment is removed or made legal.

Situation 13

A player enters the game wearing:

- (a) hair tied back with a 2-inch wide ribbon
- (b) metal barrette covered with tape
- (c) hair tied back with a bandanna folded so it is only 2 inches wide
- (d) bandanna covering the entire head.

Situation 13

RULING: (a) and (c) legal
(b) and (d) illegal equipment

Ruling 4.1.5

COMMENT: Unnecessary delay assessed and the barrette/unfolded bandanna must be removed.

Situation 14

During warm-ups, a referee notices a player wearing:

- (a) a reflective, sparkling headband 1 inch wide
- (b) metal charms on shoelaces
- (c) tape around one wrist or at the top of one ear

Situation 14

RULING: (a) and (c) legal
(b) illegal

Ruling 4.1.6

COMMENT: A headband must be made of soft material. The reflective material should not be hard or easily removed. Metal charms are considered jewelry and must be removed. Unless it is obvious there is jewelry present, referees need not look under tape to see if there is jewelry. Head coach should have verified the legality of equipment and uniform rule.

Situation 15

At the pre-match conference, the coach for Team A verifies legality of his/her players. During warm-up, however, it is discovered that:

- (a) #12 is wearing barrettes
- (b) #5 is wearing a sweatband on the wrist
- (c) #8 is wearing tongue piercing

The referees warn the players via a coach that the jewelry shall be removed.

Situation 15

RULING: (a) and (c) correct procedure
(b) incorrect procedure as sweatband is not jewelry

Ruling 4.1.6

COMMENT: A player shall not wear illegal equipment during warm-up. Failure to comply with the verbal warning should result in an “unsporting conduct” charged to the player refusing to remove or make legal the uniform.

Situation 16

The visiting team's new uniforms have button-collared shirts.

Situation 16

RULING: Illegal uniforms.

Rule 4.2.1

COMMENT: Uniforms with buttons, zippers, snaps, and fasteners are not legal. All uniforms must be free of all hard and unyielding items.

Situation 17

Team A lines up for the match wearing uniform tops with knots tied in the back to make the uniform more fitted.

The second referee requests the team to remove the knots for safety reasons.

Situation 17

RULING: Correct procedure.

Rule 4.2.1

COMMENT: Uniforms shall be worn as manufacturers intended.

Situation 18

Team A has uniform tops with numbers on the front which are located:

- (a) on right bottom edge of ribbing of collar
- (b) 2 inches below the ribbing of the collar
- (c) on the bottom of the uniform top.

Situation 18

- RULING:**
- (a) legal if numbers are at least 4 inches tall
 - (b) legal uniform
 - (c) illegal uniform

Rule 4.2.4

COMMENT: Numbers on uniforms must be no more than 5 inches from shoulder seam, when on the left or right. Centered numbers may be no more than 5 inches from the bottom of the neckline.

Situation 19

Extending below a player's uniform bottom are:

- (a) compression shorts the same color as the uniform bottom
- (b) compression shorts of a different color than the uniform bottom (has written medical authorization)
- (c) tights extending down to the ankle which are the same color as the uniform bottom (with written approval from state association).

Situation 19

RULING: (a) and (c) legal
(b) illegal uniform, unnecessary delay

Rule 4.2.8

COMMENT: Undergarment shorts must be the same color as the predominant color of the uniform bottom regardless of any medical authorization. Tights are legal only when worn for religious purposes with written state approval.

Rule 5

Officials:

Responsibilities and Positions

SECTION 2:

Officials Uniform and Equipment

- Rule 5-1-2
- The use of replay, television monitoring or any electronic equipment by the officials to make decisions related to the game is prohibited.
- Rule 5-2-1
 - Officials uniform shall be all white short sleeved collared polo shirt
 - Black slacks
 - No sweat pants, Capri's, no flare legs, or wind pants.
- Rule 5-2-2
 - Referee: a whistle (Fox 40 w/lanyard), set of yellow/red cards and a coin.
 - Umpire: a whistle (Fox 40 w/lanyard), lineup card, pen/pencil, set of yellow/red cards and a coin.
 - Both referee and umpire should have a stop watch, net chain, ball gauge, and ball pump.
 - Optional: line judge flags

SECTION 3: Referee Responsibilities

- Rule 5-3-1:
 - Be on time (30 min. prior to start of match).
 - Appearance is important, send a message of professionalism.
 - Examine the game ball.
 - Inspect court markings, net supports, referee stand, measure net height.
 - Establish non-playable areas & additional ground rules.
 - Designate official scorer, libero tracker, timer and line judges.
 - Review and discuss specific duties w/ umpire.
 - Net, Centerline
 - Blocks, Ball handling
 - Informal signs

SECTION 3: Referee Responsibilities

- Rule 5-3-1 (Con't)
 - Assign/review specific duties of line judges.
 - Call captain/head coach for pre-match conference.
 - Check players for open wounds/bleeding, jewelry.
 - Verify with head coach that all players are wearing legal uniforms and equipment.
 - Conduct the coin toss
 - Inform the scorer which team will serve first.

SECTION 4: Umpire Responsibilities

- Rule 5-4-1:
 - Be on time (30 min. prior to start of match).
 - Assist referee in pre-match duties and supervise the placement of the officials table and team benches.
 - Review duties with scorer, libero tracker and timer.
 - Verify line-up has been entered correctly on the official scoresheet.

SECTION 5: Scorer Responsibilities

- Rule 5-5-1:
 - Report to the referee no less than 20 minutes before the start of match.
 - No later than 10 minutes prior of to the end of pre-match warm-up, receive each team roster.
 - No later than 2 minutes prior to the end of pre-match warm-up and no later than 1 minute prior to subsequent sets, enter on the scoresheet the uniform numbers of the starting players in the proper service order.
 - Print the referee and umpires names on the official scoresheet.

SECTION 6:

Libero Tracker Responsibilities

- Rule 5-6-1:
 - Report to the referee no less than 20 minutes before the start of match.
 - Enter on the tracking sheet the starting players in the proper service order.
- Rule 5-6-2:
 - Libero tracker shall be seated next to the official scorer.
- Rule 5-6-3:
 - During the game record libero replacements and substitutions.
 - Notify the umpire when there is a discrepancy w/ a replacement.
 - Notify the umpire if the libero does not remain out of the game for one rally between replacements, unless the libero will serve the next rally.
 - Notify the scorer to sound a signal at the time the ball is contacted for the serve when there is an improper replacement.

SECTION 7: Timer Responsibilities

- Rule 5-7-1:
 - Report to the referee no less than 20 minutes before the start of the match.
 - Time the pre-match warm-up period.
- Rule 5-7-3:
 - During the set, time each charged time-out and give an audio signal at the end of 45 seconds and 60 seconds.
 - Time the interval for injury time-outs, and give an audio signal at the end of 30 seconds.
 - Time the interval between sets (3 minutes) and give an audio signal at the end of 2 minutes and 45 seconds and at the end of 3 minutes.

SECTION 8:

Line Judge Responsibilities

- Rule 5-8-1:
 - Report to the referee no less than 20 minutes before the start of the match.
- Rule 5-8-2:
 - Line judges shall stand at the intersection of the attack line and sideline nearest time-outs.
 - Line judges shall have a designated neutral area where they can be seated between games.
- Rule 5-8-3:
 - F – Foot Faults
 - L – Lines Responsible for
 - A – Antenna
 - T – Touches
 - S – Where to Stand between sets and at time-outs

Situation 20

After the referee whistles and signals for serve, the R2 sounds the whistle for a substitution.

Situation 20

RULING: Incorrect procedure.

Rule 5.3.3

COMMENT: The ball is dead. The substitution is denied, and a new whistle and signal for serve is given.

Situation 21

During play, R2 makes several ball handling calls.

Situation 21

RULE: Incorrect procedure.

Rule 5.4.3

COMMENT: Ball handling calls are determined by R1 except when they are clearly out of view of R1. Referees should discuss any discrepancies in private.

Situation 22

R2 in the pre-match meeting reviews with the libero tracker that he/she is to sit by the scorer, record libero replacements and substitutions, notify R2 if a discrepancy occurs with a replacement and notify the scorer to sound the signal when there is an improper replacement.

Situation 22

RULING: Correct procedure.

Rule 5.6.1

COMMENT: The libero tracker's responsibilities are tracking the actions of the libero.

Situation 23

The timer times a time-out, giving an audio signal at the end of 45 seconds and after 60 seconds.

Situation 23

RULING: Correct procedure.

Rule 5.7.3

COMMENT: The first signal at 45 should be considered a warning. The second signal is sounded only if teams are not ready to play after 60 seconds. When the teams are ready to play earlier, R2 shall whistle to end the time-out.

Rule 6

The Team:

Composition and Positions

SECTION 1: Team Players

- Rule 6-1-1:
 - A team shall consist of 6 players to begin the 1st game of the match, otherwise a forfeit shall be declared.
 - If a team has fewer than 6 players due to illness, injury or disqualification after the start of the match, play continues.
- Rule 6-2-2:
 - During any dead ball, the playing captain may request time-out, number of time-outs used and verification of serving order.

SECTION 3: Player Positions

- Rule 6-3-2:
 - The libero is a back-row player who is a defensive specialist.
 - Only 1 libero may be designated per game.
 - The libero when used:
 - Must be designated on the line-up sheet prior to each game.
 - May be the team captain.
 - May be used as an exceptional substitution for an injured player if no other legal sub is available.
 - Shall not replace a disqualified teammate.
 - Shall be allowed to serve in one position in the serving order.

SECTION 3: Player Positions

- Rule 6-4-3:
 - All players, except the server, shall be within the team's playing area and may be in contact with the boundary lines/center line, but may not have any part of the body touching the floor outside those lines.
 - All players including the libero shall be in correct serving order.
 - Each right side player shall have at least part of 1 foot touching the floor closer to the right sideline than both feet of the center player in the same row (except the server and center back of the serving team).
 - Each left side player shall have at least part of 1 foot touching the floor closer to the left sideline than both feet of the center player in that same row.
 - Each front row player shall have at least part of 1 foot touching the floor closer to the centerline than both feet of the corresponding back row player.
- Casebook pg.83-89

SECTION 3: Player Positions

- Rule 6-3-5:
 - When a team plays with fewer than 6 players due to illness, injury or disqualification, a loss of rally shall be awarded to the opponent each time the vacant position is the right back position.
- Rule 6-3-6:
 - Penalties see rulebook pg. 26-27

SECTION 4: Screening

- Rule 6-4-1:
 - Players on the serving team shall not take action to prevent receivers from seeing contact of the serve or the path of the served ball.
 - Potential screens exist, but are not limited to:
 - When a player(s) on the serving team waves arms, jumps, moves sideways or stands close to the server, and the ball is served over the player(s).
 - When a group of 2 or more teammates stand close together, and the ball is served directly over them.
- Casebook pg. 23-24; and 88

Situation 24

At the moment of serve, LF on Team R has:

- (a) one foot on but not beyond the sideline
- (b) one foot touching the floor outside the sideline
- (c) one hand touching on and over the center line
- (d) one foot extended over the sideline not touching the floor.

Situation 24

RULING: (a) and (d) legal

(b) and (c) illegal alignment, point

Rule 6.3.3

COMMENT: At the moment of serve, all players except the server shall be within the team's playing area and may be in contact with the boundary lines or center line.

Situation 25

An incorrect server for Team A scores two points before losing the serve. The server on team B is granted a re-serve after a bad toss. A referee discovers that Team A had an incorrect server before Team B contacts the re-serve.

Situation 25

RULING: Illegal alignment/Improper Server charged to Team A. Points scored by the improper server are cancelled.

Rule 6.3.3

COMMENT: The serve is a contact with the ball to initiate play. Team B's server had not contacted the ball for serve. Had the contact been made, the points would remain.

Situation 26

CF on Team R claims RF on Team S, who is standing close to the net but not jumping or waving, is screening the CF view of the server.

Situation 26

RULING: No screen

Rule 6.4.1

COMMENT: If a player on the receiving team cannot see the server, that player should move. If after that player moves, the serving team's player moves to take another position which blocks that player's view of the server, R1 should call screening.

Situation 27

During service, 3 front row players on the serving team are grouped together. The ball is served:

- (a) in a high looping trajectory
- (b) over the CB and CF, who are bent at the waist
- (c) fast and hard, R1 believes the receivers could see the contact of the serve
- (d) fast and hard, R1 believes the receivers could not see the contact for serve

Situation 27

RULING: (a), (b), and (c) are legal, no screen, play continues

(d) is the only instance where it is judged that a screen took place

COMMENT: If the served ball is high and easy to react to, no screen is called regardless of the position of the serving team. If the players attempt to give the receivers a visual path (by bending at the waist), to see the contact of the serve, no screen is called. When the serve is low and fast, and the receivers were prevented from seeing the contact of the serve, the potential for calling a screen is greatest.