



C.S.A.L.

Volleyball

Rules

and

Regulations

Revised July 2026

Volleyball Rules & Regulations

Table of Contents

- I. Eligibility
- II. Ineligible Player
- III. Uniforms
- IV. Equipment
- V. Official Scorer's Table
- VI. Team Benches
- VII. Supervision
- VIII. Grace Period
- IX. Game Roster & Line-Up
- X. Players
- XI. Substitutes
- XII. The Game
- XIII. Pre-Game
- XIV. During Play
- XV. Player Actions
- XVI. The Serve
- XVII. The Court
- XVIII. Official's Responsibilities
- XIX. Conduct of Players & Coaches
- XX. Protests
- XXI. Additional Rules

I. ELIGIBILITY

- A. Participation is open to elementary students up to seventh (7th) grade.
No one above 7th grade are eligible to participate in CSAL Athletics.
- B. Home Schooled and “Virtual” students are not eligible to participate in CSAL Athletics.
- C. Suspended Students
NO suspended student is allowed to play on the day he/she is suspended. It is highly recommended that a student be in school at least a half day to be eligible to participate in a game.
Exception: An extreme circumstance can be waived by the principal.
- D. Boys are not eligible to participate in a Girls’ sanctioned sport including, but not limited to:
Girls’ Volleyball, Girls’ Basketball, Girls’ Flag Football, Girls’ Cabbageball
- E. Girls are not eligible to participate in a Boys’ sanctioned sport including, but not limited to:
Boys’ Basketball, Boys’ Volleyball, Boys’ Cabbageball
- F. Junior / Senior Teams
--- No player is allowed to participate on both the junior AND senior teams
--- Juniors are allowed to play on a senior team, but may not participate on both teams.
Their name may not appear on both the junior and senior team rosters.
--- Schools are allowed to enter more than one junior and/or senior team.
- Juniors** – 4th, 5th, and 6th graders. Open to all students who have not reached their 12th birthday before or on September 30, 2026.
1. 6th graders may participate on EITHER the junior OR senior team, BUT not both.
 2. It is strongly advised that 4th graders NOT participate on a senior team unless:
 - a. The school does not have a junior team
 - b. The 4th graders are necessary in order for the school to enter a senior team.
- Seniors** - 6th and 7th graders. Open to all students who have not reached their 14th birthday Before or on September 30, 2026.
6th graders may participate on EITHER the junior OR senior team, BUT not both.
- G. **Developmental** – 4th graders ONLY. Schools are encouraged to incorporate a team comprised of only 4th graders (non-competitive)
--- By sport, schools will report to the Co-Commissioner their intention of having a fourth grade developmental team.
---The Co-Commissioner will put these schools in touch with other to organize their own “league”
--- The fourth grade developmental league will not participate in CSAL competition.

II. INELIGIBLE PLAYER

An ineligible player is one not eligible to participation in competitions for reasons in violation of the CSAL Rules and Regulations.

- If the ineligible player is detected before participation,
No penalty. The error is corrected and the player is then eligible.
- If the ineligible player is detected once participated in regular season play,
 - The player is suspended from participation in any capacity for that league
 - The player may not be transferred to another team.
 - Any team using a player who is ineligible shall lose all contests in which the player participated.
- If the ineligible player is detected during playoffs,
 - The team shall lose the game in which the player is detected.
 - The game will be awarded to the team that originally lost the game and that team will automatically advance.

III. UNIFORMS

- A. Uniform shirts of the same color and numbers are required.
In Basketball no number higher than 5 is valid
When reordering jerseys, schools are strongly encouraged to provide numbers on both the front and back of the jersey.
- B. All uniform numbers must be screened on. NO homemade, taped on, or numbers put on by a marks-a-lot will be allowed.
- C. In Flag Football the player's long sleeves must be a different color than the team's flags.
- D. Teams without uniform shirts, where required, will forfeit the game.
- E. Skorts, skirts, or "Lululemon" type shorts are not allowed.
- F. In Flag Football, shorts are to be of one solid color, no stripes and no design, with the exception of possibly a small school logo at the bottom of the shorts. Shorts may not have pockets.
- G. Shoes must be worn at all times.
- H. No jewelry.

NOTE: On the official score sheet the player's jersey number (not the name) identifies that player.

- I. Players are prohibited from wearing or using audio or video devices during the match.
- J. Coaches and school personnel are prohibited from filming games due to Archdiocese regulations.

IV. EQUIPMENT

- A. The Athletic Director of each school is responsible for providing their coaches regulation equipment as designated by the specific sport rules and regulation guidelines.
- B. The JR team plays with a "volley-lite" and the SR team plays with a regulation sized volleyball.
- C. Each school must provide a responsible person who is knowledgeable of the rules, to serve as the official scorer and/or spotter.
- D. Each school should also train someone to operate the time clock and/or stop watch.
- E. Coaches are responsible to bring with them to each athletic event:
 - Their team roster (a list of team players including jersey numbers)
 - A game line-up
 - A copy of the rules for that specific sport.
 - A score book (or score sheets)
 - Someone to keep score

V. OFFICIAL SCORER'S TABLE

Each team is required to provide a responsible person to assist at the scorer's table. In the event a team's representative is not needed to perform these duties at the scorer's table, it is strongly advised that a representative from each team sit at the table.

- A. OFFICIAL SCORE-KEEPER
 - Shall be seated at the officials table next to the official timer.
 - An assistant scorer may be seated on the outside of the official scorer.
 - Shall record individual and team scoring and supervise the
 - Operation of the visual scoring device.

Official Score-Keeper cont'd.....

- Shall notify the referee during the first dead ball when there is a disagreement concerning the score.
- Verify the serving order to the referee.
- Designate the proper serving order upon request of the referee during a dead ball.
- Notify the referee of a legal substitution at the next dead ball.
- Keep a record of time-outs charged to each team, and notify the referee how many time-outs each team has used at the completion of each team time-out.
- Notify the referee when a team has requested an illegal time-out.
- Notify the referee of a substitution at the next dead ball.
- Record each substitution as it is reported by the coach.
- Immediately notify the referee if a substitution is a request for a:
 - Re-entry in wrong service position
 - Player not listed on the roster
- The official score is the individual points being kept by the official scorer. Whenever a discrepancy occurs between this score and the visible scoring device, the official score sheet is considered to be official and correct.

B. OFFICIAL TIMER

- Shall be seated at the official's table next to the official scorer.
- Time the pre-match warm-up periods
- Time the official time-outs during the match (60 seconds)
- Time allowed in between games of the match (three minutes)
- Keep the scoreboard updated with the score.

C. LINE JUDGES**Each team is responsible to provide one line judge.**

Pre-match line judges shall be designated, at the referee's discretion, by game time.

- The referee will review specific responsibilities with the designated line judges.
- Line judges will be assigned to their positions by the referee prior to the match.
- Line judges shall hold the same positions relative to the court throughout the match.

During the game each line judge shall assist the referee by:

- Determining at the moment of contact for the serve whether the server touches the end line or the floor outside the lines marking the width of the serving area.
- Indicating whether a ball is in bounds or out of bounds when it lands near any line for which the line judge is responsible.
- Indicating when a player touches a ball that is going out of bounds on the player's side of the net.

During time-outs, the line judges shall stand at the midpoint of their respective end lines.

The line judge on the serving team's side of the net shall hold the game ball.

VI. TEAM BENCHES

- A. The location of each team's bench shall be designated by the facility arrangement. It is recommended that the benches for players and coaches of each team be placed along the side of the court on which the scorer's and timer's table is located.
- B. Only coaches and players are allowed on the team bench.
- C. Coaches may move only along the length of his team's bench.
- D. A teammate or non-player (including the coach) entering the court during play is an illegal alignment (loss of point/serve) unless it causes a conduct violation.

VII. SUPERVISION**A. FACULTY REPRESENTATIVE**

It is strongly encouraged that a school/faculty representative (other than the head coach) be on site for all CSAL events. The representative is responsible for the conduct of the team players, coaches, and spectators.

Faculty Representative cont'd....

Noncompliant behavior must be reported to the school's Principal and Athletic Director. Complaints will be handled on a case-by-case basis between the school principal and the Co-Commissioners.

B. COACH

It is required that every C.S.A.L. team competing be accompanied by a coach who will be responsible for the team's conduct.

1. Coaches who are not of adult age (21 years of age), MUST have an adult with them on the team's bench. Absence of an adult supervisor will result in the team forfeiting.
2. Only one coach is allowed to enter into a discussion with the game official.
3. Coach's Responsibilities
 - Coaches are responsible to bring with them to each athletic event:
 - ✓ Written team roster (a list of team players with jersey numbers)
 - ✓ A game line-up
 - ✓ A score book (or score sheets)
 - ✓ Someone to keep score
 - Provide regulation equipment as outlined in the volleyball rules.
 - Provide a responsible person to assist at the scorer's table to either be the official scorer or operate the time clock/stop watch. Teams must have someone trained for both these responsibilities.
 - Report final game results to their Regional League Representative with 24 hours of game completion. Failure to comply with this rule may result in a team forfeit.

VIII. GRACE PERIOD

There is NO grace period for CSAL games, whether regular season or championship play. Teams, players and coaches, should arrive at the game site least 15 minutes prior to their scheduled game time.

The host league coordinator will make a decision for those situations with extenuating circumstances.

IX. GAME ROSTER & LINE-UP

- A. A game roster and lineup must be completed by the coach of each team and placed on the scorer's table by scheduled game time.
- B. All players, including substitutes, must be listed on the score sheet. The team captain must be indicated on the sheet.
- C. Players not listed may not participate in that game.
- D. Players may be added before the beginning of each game in the match.
- E. Players are eligible to participate only if they are listed before the game.
- F. The game roster must remain on the official scorer's table until the match is completed.
- G. The coach must write the line-up on this form for the subsequent games of games of the match.

Note: Only the official score keeper is allowed to transfer the team's line-up onto the official score sheet.

Penalty for Inaccurate/Late Roster/Line-up:

1. Failure to submit the completed score sheet by scheduled game time will result in a point/side-out being awarded to the opponent when the inaccuracy is discovered.
2. Failure to turn in a completed lineup for the next game in a timely manner will result in a point/side-out being awarded to the opponent at the start of the next game.

X. PLAYERS

A. TEAM PLAYERS

1. A team shall consist of six (6) players to begin a match.
2. A match may not begin with less than six players.
3. A team may continue play with less than six (6) players if no substitute is available to replace an Injured or disqualified player.

B. LIBERO

The position of libero is allowed. Coaches must be knowledgeable about how to play this position as a libero tracker is not provided.

C. THE CAPTAIN

A playing captain shall be designated by each team, who will represent team for the pre-game conference with the referee and be present the pre-match coin toss.

D. PLAYER POSITIONS

The position of players in order of the service shall be: (1) Right Back (the server), (2) Right Front, (3) Center Front, (4) Left Front, (5) Left Back, (6) Center Back

1. Before the ball is served, each player shall be in his/her own area.
2. At the moment of serve, all players shall be in the correct serving order.
3. 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, but may not have any part of the body touching the floor outside those lines.
4. After the ball is served, players may move from their respective positions to cover any section of his/her own court.
5. When the serve is awarded to a team, that team shall rotate clockwise one position (except for the first server of the game).

A request for the team serving order may be made by a coach while the ball is dead.

Penalty for Illegal Positioning:

For illegal alignment, point/side-out is awarded the opponent for:

1. Overlapping by players other than the server at the moment a legal serve occurs.
2. Positioning, at the moment of a legal serve, of any player, other than the server, outside the boundaries of the playing area.

XI. SUBSTITUTES

A substitution is the replacement of at least one (1) player in the game by a teammate who is listed on the game roster. Unlimited substitutions are allowed.

A. Request for substitution shall not be recognized if made:

1. During a live ball, or,
2. After the referee has signaled for serve.

B. To request a substitution, on a dead ball,

1. The coach calls for a substitution
2. The player reports to the official scorer, giving his/her jersey number and the player's jersey number he/she is replacing.
3. The scorer will notify the referee of the substitution request.
4. The official recognizes the request by whistle and signal.
5. The substitute shall immediately enter the game

Note: Once a substitution request is made and the substitute reports to the official scorer, the substitute must enter the game at the signal of the referee.

Penalty: Unnecessary delay is charged the offending team when an illegal substitute attempts to enter or is found in the game.

XII. THE GAME

A. THE MATCH

A match consists of the best 2 out of 3 games.

1. 25 points (1st and 2nd games), win by 2 points, no scoring cap
2. 15 points (3rd game if necessary), win by 2 points, no scoring cap

Home Team Designation –

1. Regular season – a coin toss determines which team is the home team.
2. Conference & City Play-Offs – The top seeded team is the home team. If both teams are the same seed, then a coin toss determines the home team.

The time period between games of a match shall be no more than three (3) minutes, beginning immediately after the referee verifies the accuracy of the score and initials the score sheet.

B. SCORING POINTS

A point shall be awarded to the serving team when its opponent violates a rule.

C. SIDE-OUT - A side-out shall be declared when the serving team violates a rule.

The ball is given to the serving team's opponent and no points are awarded.

D. TIME OUTS

1. Charged time-outs are those requested by a team or charged to a team by the referee.
2. Officials' time-outs are those taken by officials for any reason they deem necessary.
 - Each team is limited to two (2) time-outs per game.
 - A team may take a third time-out at the expense of delaying the game and the penalty shall be either side-out or point depending upon which team takes the time-out.
 - Charged time-outs shall not exceed 60 seconds. Charged time-outs begin when the official recognizes the request with the whistle and signal.
 - Requests for time-outs shall be signaled by the coach only during dead balls, but not after the referee has signaled for the next serve.
 - During the official's or charged time-outs, teams may confer with their coaches only on their court or at the team bench.

The team charged with the time-out may end it prior to 60 seconds expiring and both teams may return to the court ready to play, but the time-out is allowed to run the full 60 seconds.

E. REVIEWING DECISIONS

A decision made by an official which may have resulted in an incorrect decision may be reviewed.

1. A coach may request and be granted a time-out, provided the request is made during the dead ball immediately following the situation in which the possible incorrect decision occurred.
2. When a time-out is so granted, the coach shall confer with the referee at the referee's platform.
3. If the conference results in the referee altering the ruling, the opposing coach shall be notified, the revision made, and the time-out charged to the official.

Note: Decisions based on the judgment of the official are final and not subject to review.

Penalty Regarding Decisions: If the official's decision prevails, the team requesting the conference shall be charged a time-out. If the team has already used its allotted time-outs, point/side-out shall be awarded the opponent.

F. INJURY

1. In the case of an injury/illness during the game, the referee may interrupt play and call an official's time-out. Within thirty (30) seconds, the coach shall:
 - a. Request a substitution for the player,
 - b. Leave the player in the game with play beginning immediately,
 - c. Take a team time-out if the team has not used its allotted time-outs. The game shall resume with a replay.

Injury cont'd.....

NOTE: If the decision is made to substitute for the injured player, the team shall be allowed the necessary time to safely move the player from the court.

2. When it is detected that a player is bleeding, has an open wound, or has a uniform with an excessive amount of blood on it, the game shall be stopped at the earliest possible time. This interruption of play shall be administered as an injury time-out. In all situations, the player(s) shall receive proper treatment before resuming participation.
3. In case of injury or illness to a starting player prior to a game, the injured/ill player is replaced in the lineup without penalty and no entry is charged to the injured or ill player.

XIII. PRE-GAME

Between matches a 10 minute time period is allowed, at which time teams may practice on the court.

A. PRE-GAME CONFERENCE

- During these 10 minutes the referee will conduct the pregame conference with the team captains and head coaches.
- The referee will then perform a pregame uniform and equipment check to be sure all are in compliance.
- Coin toss will be conducted
- Both teams meet for a group prayer before teams enter the court for the game.

B. COIN TOSS

1. A coin toss shall be conducted between the designated team captain of each team prior to the first game of the match.
2. The visiting team captain shall call the toss.
3. The home team captain chooses the team bench.
 - The winner shall choose either to serve or receive on the Playing area.
 - The loser of the toss shall be given the remaining choice.
 - The receiving team of the first game serves the second game of the match.
 - A coin toss is performed for the third game of the match (if necessary).

C. Warm-Ups

Each team is given a 4 minute warm-up period alone on the court which includes their serving time.

If both coaches agree, both teams will share the court for a four (4) minute warm-up period, which includes their serving time.

XIV. DURING PLAY**A. CHANGING COURTS**

Teams do not change courts during the match.

B. LIVE AND DEAD BALLS

1. A live ball is one in play, from the moment the ball is legally contacted by the correct server until a dead ball occurs.
2. A dead ball is one declared by the referee for any decision temporarily suspending play until the ball is legally contacted for the serve
3. A live ball becomes dead when:
 - the ball touches the net antennas or does not pass entirely between the net antennas,
 - the ball lands out of bounds,
 - the ball contacts the ceiling or an overhead obstruction and is not legally played next by the offending team,
 - the ball contacts the ceiling or an overhead obstruction after the third hit,
 - the ball contacts a wall or ceiling obstruction which is over a non-playable area,
 - the ball becomes motionless in the net or on an overhead obstruction,
 - the ball touches the floor,
 - the ball passes completely under the net,

Live and Dead Balls cont'd.....

- the ball contacts a non-player in a playable area,
- a player or ball breaks the plan of a non-playing area,
- a player commits a foul,
- a referee's whistle or time's audio signal sounds for any reason

C. CONTACTING THE BALL

1. A contact is any touch of the ball by a player.
2. A hit is a contact/touch of the ball which is counted as one of the team's three allowable plays before The ball is returned to the opponent.
3. A team shall not have more than three (3) hits before the ball crosses the net into the opponent's playing area. When the team's first contact is simultaneous contact by opponents, or an action to block, the next contact is considered the team's first hit.
4. A ball is considered to have crossed the net when:
 - It has passed beyond the vertical plane of the net,
 - It is partially over the net and is contacted by an opponent
 - No part of the ball has crossed the net and is legally blocked
5. Legal contact is a touch of the ball by any part of a player's body.
6. Simultaneous contact is more than one contact of the ball made at the same instant.
 - When teammates contact the ball at the same instant, it is permitted and considered one hit (except a block which does not count as a hit). Any player may make the next hit.
 - When opposing players contact the ball at the same instant, the player on the opposite side of the net from which the ball falls shall be considered the player to have touched the ball last. The other player may participate in the next play and the simultaneous contact shall not count as a hit.
7. Successive contacts of the ball are two or more separate attempts to play the ball by one player with no interrupting contact by a different player between the two plays. A player shall not have successive contacts of the ball unless there is:
 - Simultaneous contact by teammates,
 - Simultaneous contacted by opposing players,
 - Successive contacts by a player whose first contact is a block; then the second contact shall count as the first hit by the player's team.

Penalty For Illegal Contact: Point or side-out is awarded the opponent when:

- A team has more than three(3) hits
- There is any illegal contact, illegal successive contacts and/or illegal multiple contacts of the ball.

D. NET PLAY

1. A ball contacting and crossing the net, including the serve, shall remain in play provided contact is entirely within the net antennas.
2. Recovering a ball hit into the net shall be permitted.
3. A player may not make contact with the ball until it has reached the plane of the net.
4. Blocking a ball which is entirely on the opponent's side of the net is not permitted.
5. A net foul occurs while the ball is in play and:
 - a. A player contacts any part of the net including net cables. It is not a foul when a player's hair touches the net, or the force of a ball hit by an opponent pushes the net or net cables into the player.
 - b. A player gains an advantage by contacting the floor/wall cables, standards, or referee's platform.
 - c. There is dangerous contact by a player with the floor/wall cables, standards, or referee's platform.
 - d. Serving teams are banned from raising their hands above their heads or jumping to mask the serve until it cross the net.
 - e. There is interference by a player who makes:
 - Contact with an opponent which interferes with the opponent's legitimate effort to play the ball,
 - Intentional contact with a ball which the opponent has caused to pass partially under the net and the opponent is attempting to play it again.

Net Play cont'd.....

Penalty for Illegal Net Play: For a net foul or over-the-net foul, point or side-out is awarded opponent.

E. FOULS

1. A foul is a failure to play as permitted by the rules.
2. A double foul occurs when opposing players commit rule violations at the same instant.
3. A multiple foul occurs when the same team commits more than one violation of a single rule at the same instant during play or dead ball.
4. A simultaneous foul occurs when a team violates more than one rule at the same instant during play or dead ball.
5. A double hit occurs when a player's successive or multiple contacts are illegal.
6. A foot fault occurs when a player violates the serving area or center line restrictions.

Penalties For Fouls

- a. For a single foul (i.e. double hit or foot fault), point or side-out is awarded the opponent.
- b. For a double foul during a:
 - live ball play, a replay is called.
 - dead ball, the penalty is assessed against the serving team followed by the receiving team with both teams rotating.
- c. For a multiple foul, only one penalty is assessed (point, side-out, or a charged time-out).
- d. For a simultaneous foul during a:
 - live ball play, only one penalty is assessed.
 - dead ball, all applicable penalties are assessed.

F. REPLAY

A replay is the act of putting the ball in play without awarding a point or side-out and without a rotation for the serve. A replay shall be declared when:

1. an official's mistaken whistle or a timer's audio signal interrupts play,
2. a double whistle occurs on the serve,
3. a player unintentionally serves the ball prior to the referee's signal to serve,
4. there is a double foul during a live ball,
5. there are conflicting calls which the referee cannot resolve,
6. a player's legitimate effort to legally play the ball, in the judgment of the official, is affected by
 - Non-player anywhere in a playable area,
 - Wall, floor obstacle or non-playable area within six (6) feet of the court,
 - Ball becoming motionless in the net inside the vertical tape markers or on/in an overhead obstruction over a playable area.
7. Play is interrupted because:
 - A foreign object enters the proximity of the playing area,
 - The official determines that a player has been injured.
8. The ball contacts a backboard hanging in a vertical position over a playable area and, in the judgment of the official, the ball would have remained in play had the backboard not been there.

XV. PLAYER ACTIONS

- A. Screening - A screen is an act, intentional or unintentional, which obstructs the receiving player's view of the server or the flight of the ball from the server. This includes, but is not limited to the following:
 1. The server is hidden behind a group of two (2) or more teammates who are standing in an erect position and the ball is served over a member(s) of the group.
 2. A player with hand(s) extended clearly above the height of the head or with arms extended sideways at the moment of serve if the served ball passes over the player(s).
 3. Serving teams are prohibited from raising their hands above their head or jumping to mask the serve until it crosses the net.
- B. Pass - a play in which the ball is hit into the air so another player can get into position to contact the ball.
 1. Forearm Pass - A controlled skill, generally used a team's first hit, in which the ball rebounds from the forearms of the receiver to a teammate.
 2. Overhead Pass (setting action) - Two-hand finger action directing the ball to a teammate.

Player actions cont'd....

3. Set - Two (or more) hand finger action directing the ball to an attacker.
4. Dig - An underhand or overhead defensive saving skill in which the ball is contacted by the forearms, fists, or hands.

C. Attack - Any play adding force and/or direction to the ball with the intention of returning the ball to the opponent. A team's third hit is always considered an attack.

1. Spike - An attack play in which the ball is forcibly hit into the opponent's court with a one-hand overhead motion.
2. Tip/Dunk - A fingertip attack on the ball which directs the ball into the opponent's court.
3. Dump - A fingertip attack most commonly used by a setter on the second hit.
4. Overhead pass - Two-hand finger action directing the ball over the net.

D. Block - Any play approximately arm's length from the net in which a player(s), whose hand(s) is raised above the head, contacts the ball when it crosses the plane of the net in an attempt to:

1. Prevent the ball from crossing the net, including a served ball,
2. Return the ball immediately,
3. Deflect the motion of the ball.

NOTE: A serve may NOT be blocked.

A block may involve wrist action provided there is no prolonged contact.

E. Front Row Players

Front row players may contact the ball from any position inside or outside the court except while positioned completely across the center line or its out-of-bounds extension.

F. Back Row Players

While positioned behind the attack line, back row players may leave their feet to spike.

1. 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 a team's first or second hit, passing it to a teammate or attempting to save the ball, and an opponent legally contacts the ball before it completely crosses the net, play continues even if the ball is hit back into the back row player (team's first hit). If the ball completely crosses the net untouched, it is a back row player foul.
2. A back row player shall not:
 - participate in a block or attempt to block,
 - attack and/or direct a ball which is completely above the height of the net while positioned
 - a. -on or front of the attack line or its out-of-bounds extension,
 - b. -in the air, having left the floor on or in front of the attack line or it's out-of-bounds extension,
3. Play a ball while positioned completely across the center line or its out-of-bounds extension.

NOTE: A foul shall not be called on a back row player until the ball is considered to have crossed the net.

G. FLOOR CONTACT

A player may touch the floor across the center line or its out-of-bounds extension with one or both feet provided a part of the foot/feet remains on or above the center line. Contacting the floor across the center line or its out-of-bounds extension with any other part of the body is illegal.

Penalties for Illegal Player Action: Point or side-out is awarded the opponent for an illegal hit, center line violation, or back row player foul.

XVI. THE SERVE

A. The serve is contact with the ball to initiate play.

1. The server shall hit the ball with one hand, fist, or arm while the ball is held, or after it is released by the server. The ball shall be contacted within five seconds after the referee's signal to serve.
2. A team's term of service begins when a player assumes the right back position as the server and ends when a side-out is awarded the opponent, or a substitute for the player is made prior to the end of the service term, or the game ends.
3. The server shall serve from anywhere in the back line and shall not touch the end line or the floor outside the lines marking the width of the serving area at the instant the ball is contacted for the serve.

The serve cont'd.....

Junior team players are allowed to step over the back line 3' into the court on the serve. It does not matter if she stands behind the serving line or in front of the line, as long as she does not step more than 3' into the court.

B. RE-SERVE

1. A re-serve shall be called when the server releases the ball for service then catches it or drops it to the floor. The referee shall cancel the serve and direct a second and last attempt at serve.
2. A re-serve is considered to be a part of a single attempt to serve. Therefore, after the referee's signal for service, no requests (i.e. time-out, service order, lineup, substitution, etc.) may be recognized until after the ball has been served.
3. Each player may have only one re-serve during a team's term of service.

C. GENERAL

1. The first server for each team is the Right Back Player (Position 1). Thereafter, the Right Front Player rotates to the serving area.
 - a. To begin the match, the receiving team's server lines up in Position 2 on the court
 - b. When the receiving team wins the serve, the first server then rotates into Position 1 to serve
2. A team continues serving until a side-out is awarded the opponent or the game ends.
3. The serve alternates when a side-out is awarded the opponent.
4. The receiving team of the first game serves the second game of the match.
5. A serve is illegal and the ball remains dead if the server:
 - a. hits the ball illegally,
 - b. is touching the end line or the floor outside the serving area when the ball is contacted,
6. A serve is illegal and the ball remains dead if the server:
 - a. hits the ball illegally,
 - b. is touching the end line or the floor outside the serving area when the ball is contacted,
 - c. does not contact the ball to serve within five (5) seconds,
 - d. is out of service order,
 - e. releases the ball for service, then catches it or drops it to the floor more than once during one term of service,
 - f. repeatedly serves before the referee's signal to do so
7. A served ball is a service fault and becomes dead when the ball:
 - a. does not legally cross the net, such as when the ball touches -
 - or passes under the net,
 - one of the server's teammates,
 - the floor on the server's side of the net.
 - b. crosses the net not entirely between the net antennas, or lands out-of-bounds.
 - c. touches the ceiling or any obstruction.

Service Penalties:

1. For an illegal serve, a service fault, or the receiving team being out of position when there is an illegal serve, side-out is awarded the receiving team.
2. For the receiving team being out of position when there is a service fault, a point is awarded to the serving team.
3. For the server having a second re-serve during the team's term of service, a side-out is awarded the receiving team.
4. Repeated failure to acknowledge the referee before the serve (after warnings) results in a loss serve (side-out) for subsequent infractions in that game.

Improper server:

1. For an improper server, a side-out shall be awarded as soon as the improper server is discovered and verified:
2. When an improper server is discovered prior to the contact of the first serve by the opposing team, all points earned by that server shall be canceled and no further penalty is assessed.
3. When an improper server is not discovered until after the serve has alternated and the first serve has been contacted, there shall be no cancellation of points, and no penalty assessed.
4. Proper serving order as written on the official score sheet shall be regained immediately.

XVII. THE COURT

A. THE COURT AND MARKINGS

The court shall be sixty (60) feet long and thirty (30) feet wide, measured to the outer edges of the boundary lines. It is recommended that the area above the court be clear of any obstructions and at least twenty-three (23) feet high.

1. It is recommended that all boundary lines be of one clearly visible color.
2. Boundary lines shall be two (2) inches wide and at least six (6) feet from walls or obstacles. The end lines are the boundary lines on the short sides of the court. The sidelines are the boundary lines on the long sides of the court.
3. A center line, two (2) inches wide, parallel to and equidistant from the end lines, shall separate the court into two (2) playing areas.
4. An attack line, two (2) inches wide, shall be drawn across each playing area from sideline to sideline, the midpoint of which shall be ten (10) feet from the midpoint of the center line and parallel to it.
5. A serving area shall be provided beyond each end line. Each shall be demarcated by two lines six (6) inches long by two (2) inches wide, beginning eight (8) inches beyond the end line and drawn perpendicular to it. One line shall be on the extension of the right sideline and the other ten (10) feet left of the extension, measured from outer edge to outer edge.

Each serving area shall be a minimum of six (6) feet in depth. In the event that such a space is not available, the serving area shall extend into the court to whatever distance necessary to provide the minimum depth and be so marked.

B. PLAYABLE OVERHEAD OBSTRUCTIONS

A ball striking the ceiling or an overhead obstruction above a playable area shall remain in play provided the ball contacts the ceiling or obstruction on the side of the net extended that is occupied by the team that last played the ball, and the ball is legally played next by the same team.

C. OUT OF BOUNDS

A ball is out of bounds and becomes dead when it:

1. touches a wall, objects mounted flush with a wall, or objects on the floor outside the court without interfering with a player's legitimate effort to play the ball.
2. touches the floor completely outside the court's boundary lines.
3. touches the net antennas or does not pass over the net entirely between the net antennas
4. touches the net cables or net completely outside the antenna, net supports, or referee's platform.
5. touches a non-player who is not interfering with a player's legitimate effort to play the ball.
6. touches the ceiling or overhead obstructions over the opponent's court.
7. touches or breaks the plane of a non-playable area such as adjacent courts scheduled for play, bleachers, benches, officials' table, etc.
8. touches any part of a backboard which is hanging in a vertical position, over a playable area if, in the judgment of the official, the ball would not have remained in play if the backboard had not been there.

Penalty for Out Of Bounds: Point or side-out is awarded the opponent.

XVIII.OFFICIAL RESPONSIBILITIES & POSITIONS

A. AUTHORIZED OFFICIALS

1. The referee shall have the authority to make decisions about infractions of the rules committed.
2. Jurisdiction of the official begins upon their arrival on the floor.

B. REFEREE RESPONSIBILITIES

Pre-Match, the referee shall:

- a. Examine the game ball to see that it meets rule specifications
- b. and make the final decision on the game ball to be used.
- c. Inspect the court markings, net supports, referee's stand, and other equipment.
- d. Measure net height.

Referee responsibilities cont'd.....

- e. Establish non-playable areas and any additional ground rules which might be necessary.
- f. Designate the official scorer and timer. Line judges may be used at the official's discretion.
- g. Assign line judges to their positions and review specific duties.
- h. Check players for legal uniforms and equipment.
- i. Call a designated player from each team together for a pre-match conference.
- j. Conduct the coin toss between designated players to determine which team shall have the first choice of serving/receiving or playing court.
- k. Inform scorer which team elected to serve first and from which court they will serve.

During the Game:

- a. The referee shall have the authority to make decisions about infractions of rules committed, and shall make decisions on matters not specifically covered by rules.
- b. To start the game, and after time-outs, the referee shall check that playing captains and officials are ready, then sound the whistle and give a visible signal for the serve. After dead balls, the referee shall sound the whistle and give the visible signal for the serve after making certain both teams are ready.
- c. The referee shall:
 - See that a whistle is blown for each serve, dead ball, time out, or substitution.
 - Give a visible signal for each point/side-out, serve, violation, penalty, replay/re-serve, time-out, substitution, end of game, and change of courts as shown and described in the officiating manual, and give verbal clarification when necessary.
 - Signal at the completion of each charged time-out, how many time-outs each team has used.
 - Determine illegal hits.
 - Determine the alignment of players on the serving team at the moment of the serve.
 - Determine screening by players on the serving team at the moment of the serve.
 - Determine net fouls.
 - Determine violations at the serving area.
 - Determine back row player fouls.
 - Determine double fouls.
 - Determine the number of hits by a player and team.
 - Determine ball in play and dead ball.
 - Determine point/side-out.
 - Grant time-outs, substitutions, and requests for serving order.
 - Blow the whistle when the team charged with a time-out is ready for play prior to sixty (60) seconds expiring.
 - Notify appropriate coach of reason for any disqualification
 - Blow the whistle and signal end of game directing players to their respective end lines.
 - Visually confirm the score of each game with the score table, then blow the whistle and direct teams to the appropriate team benches.

XIX.CONDUCT OF PLAYERS AND COACHES

All players and coaches are required to instill Catholic Values by following the "Conduct of Players Coaches" section of the CSAL Rules and Regulation Guidelines.

XV.PROTESTS

- A. Protests will not be permitted on an official's judgment decision.
- B. A protest may be placed if it is considered that a rule has been misinterpreted.
- C. A verbal protest must be made to the umpire at the time of the disputed play, and notation of the situation entered on the score sheet.
- D. A written protest must be signed by the school principal, athletic director, and coach filing the protest. It must be sent to the Office of the Commissioner before 5:00 p.m. the next working day, accompanied by a protest fee of \$50.00.

XXI.ADDITIONAL RULES

The CSAL volleyball program will follow the National Federation of State High School Athletic Associations volleyball rules.