

Ball Handling...

Who cares or who can yell the loudest today at the referee...

Rule 9

Legal Contact

- 9-4-5
- --above and including waist
- --does not visibly come to rest
- --does not involve prolonged contact

- The only valid criterion for judging illegal hits is vision—if you did not see it, it did not happen...
- Look ahead of the ball and watch the hands!
- Casebook—pages 76-81. Rulebook Rule 9.

Description of legal hits—Rule 9

■ Passes

- Forearm pass
- Overhead pass (setting action)
- Set—one or two hands
- Dig—open/closed hands, fists, arms

Legal hits...continued...

■ Attack

-Spike

-Tip

-Dump

-Overhead pass

Legal hits—the final chapter

■ Block

- Close to net
- Deflects ball coming from opponent
- Reaching higher than the top of the net
at moment of contact

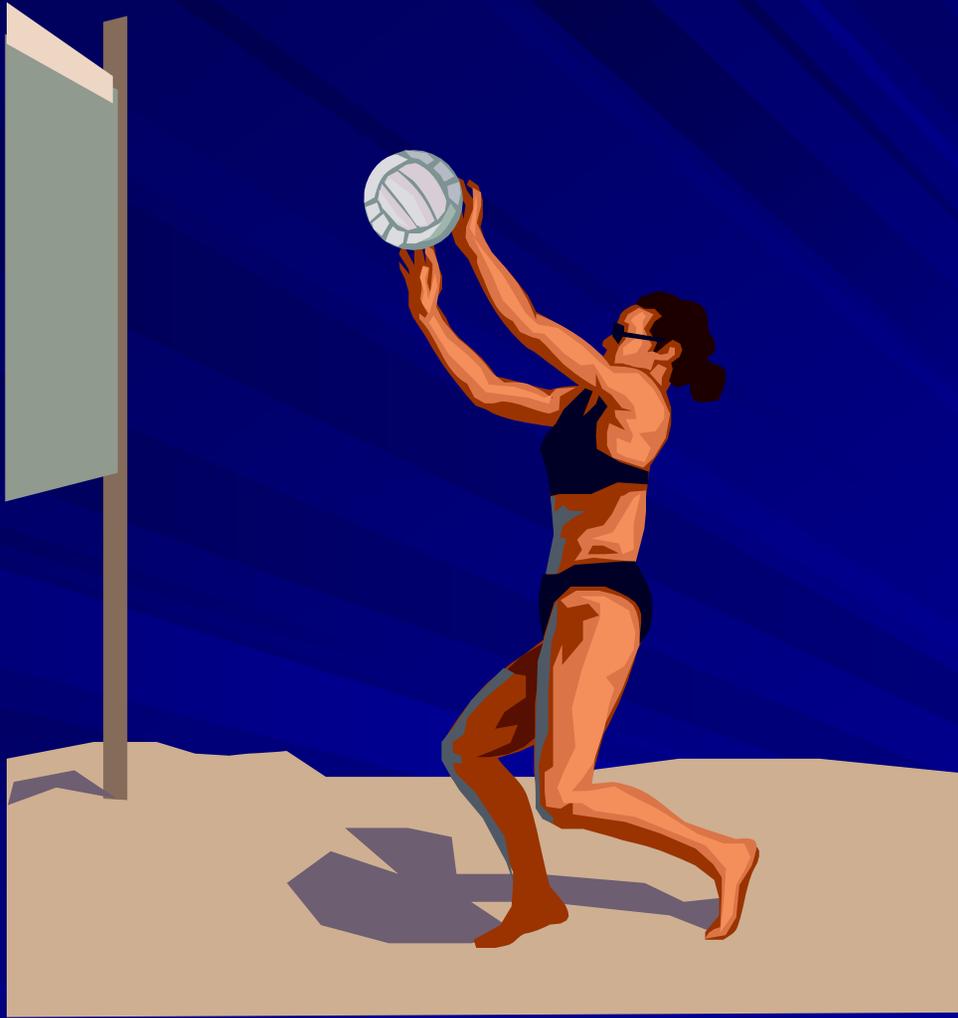
May involve wrist action—stuff
blocks/directional blocks...

Legal contact—Rule 9

- Touch of the ball by player's body
 - Above and including waist
 - Ball does not visibly come to rest
 - Does not involve prolonged contact

How long is “prolonged contact”???

Differences between high school, collegiate, professional, beach, etc.



3 hits and you are NOT out

Teams may have no more than 3 contacts—except for blocking which technically makes it 4??

And blocking makes 4...

- A player(s) may block and play next ball
- Blocking does not count as team hit, just inbounds the ball
- Team has 3 remaining hits
- Blocker must be near net with hands above height of net. If not, 1st team contact
- Front row players only

Blocking continued..

- Block attempt—no contact, no violation except
- ***Libero*** may not attempt to block
- Back row players may attempt to block
- Collective blocks—one touches, everybody gets credit!!! Back row no, no's

Can a block be illegal?

- Yes, yes, yes
- Most blocks involve some wrist action—does not constitute illegality
- Stuff/directional blocks are legal
- “Throwing” the ball from behind the head, across the body, prolonged are illegal

Passing

- Types of passes: forearm, overhead (setting—one and two hands), dig
- Forearm passing—successive contacts legal on 1st ball only by one player
 - Rolling up arms is always illegal (not a series of successive contacts)
 - “over running” pass is often illegal, contact is high on body and results in prolonged contact
 - Elbows bent? May be illegal



More passing

- 1st ball contact—passed off forearms and hits shoulder in one attempt to play ball is legal on 1st team contact only, illegal on 2nd and 3rd contacts
- Deep passes from back court on 3rd hits passed with setting motion are often NOT called but should be...

Pass on...

- Overhead passing or setting
- More complaints about calls or no calls on setting than any other contact
- One or two hand sets must be one contact with no prolonged contact or doubles except on 1st contact
- Judge one hands with same criteria as two hand sets—watch players in warmup to familiarize yourself with their style of setting

Setting

- Various techniques include
 - Jump sets—player in air at contact/release
 - Soft sets—consistent with her technique/little longer contact than other setters
 - “Beach”—deep and low, may not be doubled or prolonged
 - Back sets—Watch for deep dishing on this one! Player must be consistent (again, check this out in warmups!)

Can you dig it???

- This is undoubtedly our most worn-out cliché in volleyball...but I still love it!
- Dig—receiving any hard driven ball with one or two hands, arms, fists, body parts above and including waist
- Pancakes—with syrup or fruit? This can be the toughest one to call...
- Digs must be clean, quick, not thrown, held, etc.—may be executed with open hand up...

Attacks

- Any action other than a block that directs the ball toward the opponent's court
- Examples:
 - Spike
 - Tip
 - Dump
 - Overhead pass (setting action)

Attack again—go for the kill...

- Are we a violent sport???
- 3rd hit is always an attack regardless of the technique used in returning the ball
- Same criteria should be used to judge 3rd contacts as 2nd contacts—doubles are NOT legal on 3rd contacts (deep back row “sets”)



Attack over the net?



Blocking over the net



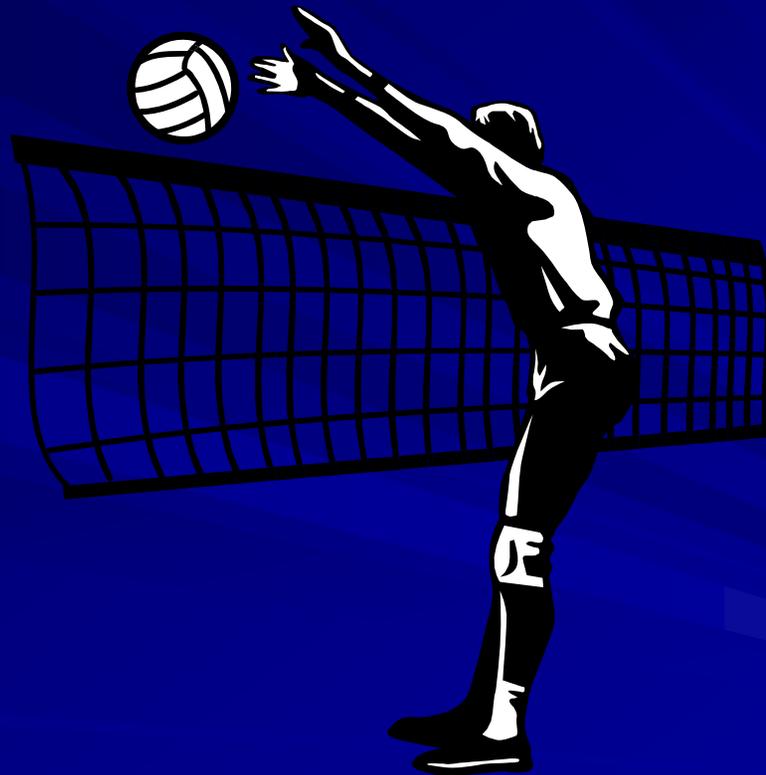
Attack on...

- Spike---forceful return of ball to opponent
 - One hand, arm, open or closed fist
 - Watch for off-speed hits—not illegal usually...
 - Attack is complete when ball entirely crosses plane of net or is legally blocked by opponent
 - Can attack with ball is plane of net
 - Can NEVER attack a ball before it enters the plane
 - Can attack off back of hand

Attack, attack, attack

- My fav rule
- This is not really a ball handling thing but you can never discuss this rule too much!
- You can block a ball coming from the opponent if the ball has not entered the plane of the net if there is no one there to play it or if the team has completed its 3 hits.
- You can NEVER attack a ball that has not entered the plane of the net. Tough call to make..forget that Christmas card...
- You cannot have simultaneous with the opponent unless the ball is IN THE PLANE—it is either attack over the net or blocking over the net.
- The opponent must have an opportunity to complete their attack.

Blocking



The last of the illegal hits thing

- A player may not “throw” the ball.
- If the body is divided into 4 quadrants, bisecting the head at the ears/ nose, a player may not “carry” the ball from the initial contact to the release from one “plane” to another.
- A player may not change the direction of the ball twice—receive, forward, angled—always illegal

Simultaneous contact

- More than one contact of the ball made at the same instant
- 2 or more body parts—legal
- 2 teammates at same instant—legal (either may play the next ball)
- “Joust”—Opponents with simultaneous contact—ball comes to rest--play continues

Multiple Contacts

- More than one contact by one player
- One attempt to play ball
- Ball rebounds from one body part to another—above/including waist
- First ball over—even if rebounding off the block

Successive contacts

- 2 or more separate attempts by one player
- Illegal unless...
 - Simultaneous w/2 teammates/either may play next ball
 - Simultaneous w/opponent (joust)—either may play next ball
 - Block and then dig/attack/set, etc.

Successive again...

■ Examples of illegal

- Player digs and then sets
- Player attacks and then has joust (4 hits on team—2 on that player)
- Player goes up to block, changes to attack and punches ball twice (is it always obvious whether it is a block or attack? One hand blocks? Block out front or bring hand back in attacking motion?)
- You **cannot** block a ball coming from your team's side

Blocking from opponent



Stuff block—legal or thrown?



One hand block



In conclusion, finally--

- A referee must use good judgment in determining illegal hits.
- A referee must “see” the illegal hit to be able to blow the whistle
- Spin, sound, speed, body position, technique, opponents are not criteria to determine illegal handling of the ball
- Be consistent, do not let crowd, players, or coaches influence decisions
- Avoid the automatic, premature call. Better late than a replay.
- Strive for consistency.

