

	<b>USA BEACH Volleyball (Doubles)</b>	<b>USA Volleyball Indoor</b>	<b>NCAA (Women) Indoor</b>
1. Playing Surface	The terrain must be composed of leveled sand, as flat and uniform as possible, free of rocks, shells and anything else, which can represent risks of cuts or injuries to the players.	Entire playing surface must be flat, horizontal, & uniform (e.g. playing surface ends at the edge of the Sport Court). The ball may be retrieved from beyond the free zone when the surface is lower by up to ½" or less and the entire area surrounding the court is free of obstructions.	The playable surface consists of the court & at least 2 meters surrounding it, which must be flat & smooth. Additional playing area can have a lower surface by up to ½" as long as both surfaces are safe.
<b>1a. Size</b>	The court dimensions for each team's side are 8 x 8 m (26'3") square court. The length of each short diagonal is subsequently 11.31 m (37'1") and that of the long diagonal is 17.89 m (58'8").	The playing court is a rectangle measuring 18 x 9 m (59'x 29'6") surrounded by a free zone.	The playing court is a rectangle measuring 18 x 9 m (59' x 29'6") surrounded by a free zone.
<b>2. Playing restrictions</b>	May not enter an adjacent court before or after attempting to retrieve a ball.	Ball may be retrieved from beyond the free zone when the surface change is lower by ½" or less and the area is free of obstructions.	A player must be touching the playable surface to legally play a ball over a non-playable area.
<b>3. Line specifications</b>	Lines 5-8 cm (2"-3 1/8") wide made of resistant, soft and flexible material are preferred or rope lines of .5 cm to 1 cm (3/16" - 3/8") may also be used. The color must be in sharp contrast with the sand.	Must be a solid line.	Must be a solid line.
<b>3a. Center line specifications</b>	No Centerline is used.	Must be a solid line.	Centerlines may have any or all of the following characteristics: <ul style="list-style-type: none"> <li>• A solid (uninterrupted) line.</li> <li>• A solid interrupted line: 4-inch line, 2-inch break, 4-inch line, 2-inch break, etc.</li> <li>• A shadow-bordered line with .64- centimeter (¼-inch) borders.</li> </ul>
<b>4. Attack line extensions</b>	Not addressed.	Required for nationally sanctioned competitions, optional for other competitions.	Required
<b>5. Media location</b>	Not specifically addressed, but free zone with a minimum of 3 m (9'10") wide is required.	Not specifically addressed, but 2 meters of free space surrounding the court are required	Equipment and personnel cannot be in front of benches or in the front zone on the bench side. In other areas, must be within 1 meter of the barrier limiting the playable area.
<b>6. Overhead clearance</b>	At least 23 feet (7 meters) is required.	For nationally sanctioned competition, 7.01 meters (23 ft.) is required, & is recommended for all other competitions.	12.5 meters (41 ft.) is recommended. For new facilities put into use after 2006, 7.62 meters (25 ft.) is required.
<b>7. Service zone</b>	The service zone extends to the end of the free zone with a minimum depth of 3 m (9'10") required.	If 2 meters (6 ft. 6 in) of depth is not possible beyond end line, a line is placed within the court boundaries to mark the required 2 m.	2 meters (6 ft. 6 in) of depth beyond the end line is required, with no allowance for extending this area onto the court.
<b>8. Weather</b>	Must not present any danger to the players.	Not addressed.	Not addressed.
<b>9. Lighting</b>	Tournament Director and Head Referee shall decide if the lighting presents any danger of injury to players.	300 lux (27.9 foot candles) required.	Specifications per Illuminating Engineering Society of North America.
<b>10. Exposed cable</b>	Must be clearly identified bright color or warning flags. Must also be free of sharp edges.	Must be clearly identified.	Must be covered.
<b>11. Band at top of net</b>	7-10 cm (2 1/2-4") wide.	May be 2" to 2 ¾"	May be 2" to 3 1/8 "
<b>12. Net markings</b>	Advertising is allowed on top tape, bottom tape, side bands if used, and/or tape outside antenna.	Not specifically addressed by rule.	Advertising is allowed on top tape, bottom tape, and/or tape outside antenna.
<b>13. Net posts</b>	Distance from sideline is .7 meter to 1 meter (27.5" to 39").	Distance from sideline is .5 meter to 1 meter (20" to 39").	Recommended distance from sideline is 1 meter (39") & required for new facilities 2008 forward.
<b>14. Ball characteristics</b>	Surface must be a flexible material which does not absorb humidity, bright in color or combination of colors.	Surface must be uniform, light color or combination of colors.	Surface must be a uniform, light color or a combination of colors with at least one-third of surface white or light.

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<b>14a. Inflation</b>	(2.5 to 3.2 lb/sq in)	(4.26 to 4.61 lb/sq in)	(4.26 to 4.61 lb/sq in)
<b>15. Captain designation</b>	One player must be designated as captain on the scoresheet for each match. However during the match both players are authorized to speak to the referees while the ball is out of play.	One team member (not the Libero) must be designated on the roster as team captain, and is captain whenever that player is on the court. If the team captain is not on the starting lineup, another player must be designated to serve as the game captain anytime the team captain is not on the court.	One player must be designated as captain on the lineup sheet for each set, and is captain whenever that player is on the court.
<b>16. Limit to team members</b>	A team is composed of two players and they may have a coach & one assistant coach.	Limited to 15 players and 5 coach/staff.	No limit to the # of players on a team, or the # coaches/staff.
<b>17. Non-disruptive coaching-ball in play</b>	There is no coaching allowed while the ball is in play.	During play, the coach will be required to stay at least 1.75 meters from the court, and completely outside the substitution zone. One assistant coach may stand to instruct players on the court, with the same location restrictions.	During play, coaches will be required to stay at least 1.75 meters from the court, and completely outside the substitution zone.
<b>18. Non-disruptive coaching – ball out of play</b>	Minimal coaching may occur during a dead ball. This instruction is brief and it may not be disruptive or cause delay. Coaches must remain seated in the players area at all times except during timeouts, in between sets or when switching sides with their team.	If seated, the coach is required to sit on bench nearest the scorekeeper. The coach may stand or walk within free zone in front of team bench without disrupting the match. One assistant coach may stand to instruct players on the court.	No restriction on coach's location while on bench. Only one coach at any time may address referee to clarify non-judgment ruling or confirm TO/sub information. Coaches may not enter the substitution zone to discuss a judgment decision. Coach must not remain in substitution zone during play after a rule clarification.
<b>19. Designated coaches</b>	A team's coach must be identified and is subject to sanctions for any inappropriate behavior.	The coach must be designated. Only the coach may request interruptions.	All coaches must be designated on the line-up sheet for the first set. Any coach may request interruptions and instruct players.
<b>20. Number of players</b>	A team is composed exclusively of two players.	Must have at least 6 players to start match; must have at least 6 eligible players to continue play.	Must have at least 6 players to start match; must have at least 6 eligible players to continue play.
<b>21. Assessing individual sanctions</b>	Warning – Yellow card held in one hand. Penalty – *Red card held in one hand. Expulsion – Red & yellow cards held in one hand. Disqualification – Red & yellow cards held in separate hands. *NOTE: A player may receive multiple red cards in the same set	Warning – No card shown – verbal or hand communication only (not recorded on scoresheet). Penalty – Yellow card held in one hand. Expulsion – Red card held in one hand. Disqualification – Red & yellow cards held in one hand.	•Warning – Yellow card held in one hand. •Penalty – Red card held in one hand. •Expulsion – Red & yellow cards held in one hand. •Disqualification – Red & yellow cards held in separate hands.
<b>22. Expulsion &amp; Disqualification</b>	The set is defaulted due to an incomplete team.	No penalty point assessed. If a penalty area is available, expelled team members must remain seated there for remainder of set. If no penalty area is available, expelled players or substitutes remain seated on bench for remainder of set. Other expelled team members must leave playing, bench and warm-up area. Disqualified team members must leave playing, bench, warm-up and spectator areas for the remainder of the current match.	Both sanctions result in penalty point for the opponent, who then serves next. Expelled player remains seated on bench for remainder of set. Expelled coach leaves the player & spectator areas. Disqualified team members must leave team and spectator areas for the remainder of the current match and the entire next match.
<b>23. Use of red &amp; yellow cards</b>	Used only by first referee.	Used only by first referee.	Used only by first referee.
<b>24. Improper request technique</b>	"Wave off" request with one hand/arm.	"Wave off" request with one hand/arm.	Without a sanction card, hold palm of one hand against the opposite wrist.
<b>25. Team sanctions (Unnecessary delay)</b>	•Team Delay Warning– yellow card held against the opposite wrist. •Team Delay Penalty – red card held against opposite wrist.	•Delay Warning – No card displayed; one hand held against the opposite wrist. •Delay Penalty – yellow card held against opposite wrist.	•Team Delay Warning– yellow card held against the opposite wrist. •Team Delay Penalty – red card held against opposite wrist.
<b>26. Sanction Duration</b>	For the set.	For the match.	For the set.

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<b>27. Sanction procedures</b>	A player on court who receives a sanction acknowledges the sanction.	A player on court who receives a sanction must go to the referee stand to acknowledge the sanction. When a team member on bench is sanctioned, the game captain must go to the referee stand and the first referee explains the sanction. The captain communicates the information to that team member, who acknowledges the sanction with a raised hand. When a delay sanction is assessed, the captain must go to the referee stand and the first referee explains the sanction. The captain or second referee informs the head coach if needed. When an improper request is assessed, the second referee informs the head coach (or the first referee informs the captain) at the first opportunity without delaying the match.	When a player on court receives sanction, the captain must go to the stand to acknowledge the sanction. When a team member on bench is sanctioned, or a team delay sanction is assessed, the second referee immediately & clearly informs a coach. When an improper request is assessed, the second referee informs a coach at the end of the rally.
<b>28. Uniforms</b>	A player's equipment consists of shorts or a bathing suit. A jersey or "tank-top" is optional. Players may wear a hat, visor, sunglasses & etc.	All players except the Libero must be dressed similarly. If more than one player (other than the Libero) wears exposed undergarment, they must be similar.	All players except the Libero must be dressed identically. If more than one player (other than the Libero) wears a particular article of clothing as an exposed undergarment, all must be identical.
<b>29. Uniform number placement</b>	Numbers (while not required for USAV competition) The number must be placed on the chest (or on the front of the shorts).	Numbers must be centered on the front of the jersey.	Numbers must be centered on the back. In the front, the number must be either centered or placed on one shoulder with the top of the number no more than 5" down from shoulder seam.
<b>30. Uniform "adornment" restrictions</b>	Not addressed; safety of participants is paramount.	Not addressed; safety of participants is paramount.	Not addressed; safety of participants is paramount.
<b>31. Illegal uniforms</b>	Not allowed to play until corrected.	Not allowed to play.	Not allowed to play.
<b>32. Player equipment</b>	It is forbidden to wear any object that may cause an injury to a player, such as pins, bracelets, casts, etc. Players may wear glasses at their own risk.	Splints/braces allowed on hands/arms if padded and no advantage is gained. Casts are not allowed. Barrettes allowed.	Splints/braces/casts allowed on arms or hands if padded and no advantage is gained. Barrettes allowed.
<b>33. Jewelry during play</b>	It is forbidden to wear any object that may cause an injury to a player, such as pins, bracelets, casts, etc.	Not allowed (exceptions –medical/religious identification may be removed from chain and taped or sewn under the uniform, and for adult competition, a flat band ring may be worn on a finger); delay sanction is assessed for jewelry discovered during play.	Not allowed (exception – medical/religious identification may be removed from chain and taped or sewn under the uniform); team delay sanction is assessed for jewelry discovered during play.
<b>34. Jewelry during warm-ups</b>	It is forbidden to wear any object that may cause an injury to a player, such as pins, bracelets, casts, etc.	Not addressed Referees are responsible for safety of participants and should ask players to remove jewelry.	Preventive officiating recommended first. If warm-up is interrupted to remove, team delay sanction is assessed.
<b>35. Blood on uniform</b>	Allow reasonable time to change uniform	Allow reasonable time to change uniform; no duplicate numbers in same set, but other number/roster changes allowed.	Allow reasonable time to change uniform. No duplicate numbers in same set, but other number/roster changes allowed.
<b>36. Reporting after the interval between sets</b>	Will be treated as a team delay warning followed by team delay penalties.	A team that, without justifiable reason, does not appear on court on time defaults the match.	If a team is not ready to play at the start of a set, a team delay is issued. If the delay continues, each additional 30 seconds for a maximum of five minutes, results in a team delay penalty. After five minutes, the set is defaulted.
<b>37. When set officially ends &amp; interval between sets begins</b>	When the first referee signals "end of set".	When the first referee signals "end of set".	When the first referee signals change of sides to the teams or before a deciding set, when captains are released after coin toss.

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<b>38. Pre-match warm-up</b>	Prior to the match, if the teams have previously had another playing court at their disposal, they will have a shared 3-minute warm-up period at the net; if not, they may have 5 shared minutes.	Warm-up protocols are defined by rule for specific tournaments and divisions. When one team has exclusive use of the court, the opposing team may warm up with practice balls in the free zone but may not interfere with the opponent's warm-up, including serving practice. Rules do not prohibit shared hitting or shared serving.	Warm-up protocols are defined by rule, including availability of court 1 hour prior to match time. When both teams are on court, all warm-up activities must be on the team's own playing area. When one team has exclusive use of the court, the other team must remain off of the playable surface or at their bench. Neither shared hitting nor shared serving are allowed.
<b>39. Warm-up between sets</b>	Allowed.	Players may warm-up with balls in their own free zone only.	Neither hitting nor serving is allowed between sets. Players may use balls on their own side of the playing area only.
<b>40. Coin toss and choice of playing area</b>	Captains must attend the coin toss. Both pre-match coin toss and deciding set coin toss are for serve/receive or choice of playing area.	Captains must attend the coin toss. Both pre-match coin toss and deciding set coin toss are for serve/receive or choice of playing area.	Any team representative may attend pre-match meeting and coin toss. Home team designates their playing area for the first set one hour prior to the match. Pre-match coin toss is for serve/receive only, and is called by the visiting team.
<b>41. Ball use during timeout</b>	Allowed.	Not allowed.	Allowed off-court.
<b>42. Switch courts during set(s)</b>	YES. During a regular set every 7 points and during a deciding set every 5 points when authorized by the R2.	YES. However ONLY in the deciding set.	YES. However ONLY in the deciding set.
<b>43. Teams to end line at end of sets/games</b>	Teams do not go to the end line at the end of set or match. Before the deciding set, players on court are released to the player's area while captains meet with R1 to conduct a new coin toss.	Teams do not go to the end line at the end of set. Teams do go to end line at end of match. Before deciding set, players on court are released to benches during coin toss. Court change, if necessary, occurs near score table. Teams do not go to end line before changing courts in the middle of the deciding set.	Teams do not go to the end line at the end of set. Teams do go to end line at end of match. Before deciding set, players on court are released to benches during coin toss. Court change, if necessary, occurs near score table. Teams do not go to end line before changing courts in the middle of the deciding set.
<b>44. Lineups due for first set</b>	The lineups are indicated directly on the scoresheet.	Two minutes before start of match. If used, the Libero number must be marked on line-up sheet for each set.	At the end of all timed warm-up periods on the court. If used, the Libero number must be marked on line-up sheet for each set.
<b>45. Change in lineup after submitted</b>	Not Allowed.	By substitution.	By substitution.
<b>46. Excessive timeout request</b>	Improper request unless the timeout is acknowledged (whistled); then a team delay sanction is assessed.	Improper request unless the timeout is acknowledged (whistled); then a team delay sanction is assessed.	Improper request unless the timeout is acknowledged (whistled); then a team delay sanction is assessed.
<b>47. Length of timeout(s)</b>	30 seconds (Only one per set). When a Timeout is granted players are given 15 seconds to get to the players box, then 30 seconds in the players box followed a whistle to end the timeout with the expectation that play will resume within 15 seconds.	30 seconds. No warning whistle is blown before end of time-out period.	60 seconds. Warning whistle is blown 15 seconds before end of timeout period.
<b>48. Water during timeout</b>	No location restriction.	Clean up must not delay resumption of play.	No location restriction; must be cleaned up by end of 60 seconds.
<b>49. Timeout ending early</b>	Yes, if both teams are ready to play.	No.	Yes, if both teams are ready to play.
<b>50. Teams required to leave courts during timeouts</b>	No.	No, although referees may direct teams to benches for administrative purposes. Coach and non-playing team members may not enter court.	No. During a timeout, all team members may go anywhere in the facility except in the opponent's team area.
<b>51. Requesting a timeout, substitution, or lineup check</b>	During the match both players are authorized to speak to the referees while the ball is out of play.	The coach or captain may make request. The coach must be in the bench area to make request. Not allowed between authorization of a serve and end of a completed rally.	Designated coach(es) or captain may make request. Not allowed between authorization of the service and the end of the next rally. Allowed if play is stopped for safety after service contact.

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<b>52. Toss for service</b>	One toss for service after the service is authorized. Ball must be tossed or released before contact. Time allowed for service contact – five seconds.	One toss for service after the service is authorized. Ball must be tossed or released before contact. Time allowed for service contact – eight seconds. Exceptions - 14 and under divisions two tosses and 5 sec. allowed after each beckon.	One toss for service after the service is authorized. Ball must be tossed or released before contact. Time allowed for service contact – eight seconds.
<b>53. Points removed due to wrong server or illegal player on the court</b>	It is the duty of the officials to ensure that the service order is checked and corrected if necessary prior to each serve. If a player serves out of order, the results of the play stand and service order is corrected without penalty.	Time-outs by the team not at fault, as well as substitutions, Libero replacements, and team sanctions by either team during that span of points are removed. Time-outs taken by the team at fault and individual sanctions assessed to either team are not removed.	Timeouts by the team not at fault, as well as substitutions, Libero replacements, and team sanctions by either team during that span of points are removed. Time-outs taken by the team at fault and individual sanctions assessed to either team are not removed.
<b>54. Legal contact</b>	Anywhere on body is legal.	Anywhere on body is legal.	Anywhere on body is legal.
<b>55. Attacking the serve</b>	Cannot attack the serve if the ball is entirely above the top of the net.	Cannot attack the serve if the ball is in the front zone and entirely above the top of the net.	Cannot attack the serve if the ball is in the front zone and entirely above the top of the net.
<b>56. Ball near or in the vertical plane of the net</b>	The player's contact with the ball must be made within his/her own playing space. The point of contact with the ball, not necessarily the position of the ball, is the determining factor.	The player's contact with the ball must be made within his/her own playing space. The point of contact with the ball, not necessarily the position of the ball, is the determining factor.	A ball penetrating the vertical plane of the net over the net may be returned to a team's playing area by a player on that team provided the ball has not completely crossed the vertical plane when the contact is made.
<b>57. Retrieving the ball from the opponent's free zone</b>	A player may enter into the opponent's space, court and/or free zone, provided that this does not interfere with the opponent's play.	Assuming 2 meters of clearance outside net pole, referee stand or other court equipment: If, after first contact, the ball travels over or outside the antenna to the opponent's free zone, a player may retrieve that ball as long as no center line fault occurs. The return path of the ball must be over or outside the antenna.	Assuming 2 meters of clearance outside net pole, referee stand or other court equipment: If, after first contact, the ball travels over or outside the antenna to the opponent's free zone, a player may retrieve that ball as long as no center line fault occurs. The return path of the ball must be over or outside the antenna.
<b>58. Net contact</b>	Contact with the net is not a fault unless: • contact is made in the action of playing the ball, or • the contact interferes with play.	Contact with the net is not a fault unless: • contact is made with the top band in the action of playing the ball, or • the contact interferes with play.	Contact with the net is not a fault unless: • contact is made in the action of playing the ball, or • the contact interferes with play.
<b>59. Contacting ball that is in the net on opponent's side</b>	If the player initiates contact with the net by moving toward the path of the ball, either before or while the ball is in the body of the net, a net fault results.	If the player initiates contact with the net by moving toward the path of the ball, either before or while the ball is in the body of the net, a net fault results.	If the player initiates contact with the net by moving toward the path of the ball, either before or while the ball is in the body of the net, a net fault results.
<b>60. Contact with net cables outside the net</b>	Legal unless contact interferes with play or used for support while playing the ball.	Legal unless contact interferes with play or used for support while playing the ball.	Legal, unless contact interferes with play, or used for support while playing the ball.
<b>61. Contact with net supports</b>	Legal contact.	Legal contact.	Legal contact.
<b>62. Crossing the center line</b>	A player may enter into the opponent's space, court and/or free zone, provided that this does not interfere with the opponent's play.	A player can touch opponent's court with a foot or feet, providing they are on or above the center line. Any other part of the body may penetrate into the opponent's court provided it does not present a safety hazard or interfere with the opponents' play.	A player can touch opponent's court with feet or hands, providing some part of body is on or above the center line. Players may also touch the opponent's court with an entire foot or hand or any other body part(s), provided the encroachment does not present a safety hazard, does not interfere with the opponents.
<b>63. Match length</b>	Matches are the best 2 out of 3 sets.	Matches may be the best 2 out of 3 sets, or 3 out of 5 sets.	All matches will be the best 3 out of 5 sets (exception for some high school & NJCAA play).
<b>64. Protest procedure</b>	During the match both players are authorized to speak to the referees while the ball is out of play they are permitted to ask for an explanation on the application or interpretation of the Rules. If this does not satisfy the players, they must indicate to the first referee their wish to institute a Protest Protocol.	Protest must be lodged by the captain. Captains sign protest documents. The coach may act as the captain for 14-and-under play. If not the final point of a set, must be lodged prior to next service. If final point of a set, must be lodged within 60 seconds. If final point of a match, must be lodged before referees leave playing area.	Protest may be lodged by coach or captain. Coaches sign protest documents. If not the final point of a set, must be lodged prior to next service. If final point of a set, must be lodged within 60 seconds. If final point of a match, must be lodged before referees leave playing area.

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<b>65. Referee signal sequence</b>	If the fault is whistled by the first referee, the referee first indicates which team wins the rally by extending the arm in the direction of the team that will serve (palm perpendicular to floor), then the nature of the fault <b>only if necessary</b> . If the fault is whistled by the second referee, the second referee will indicate the nature of the fault. The first referee then indicates which team wins the rally by extending the arm in the direction of the team that will serve and the second referee repeats that signal. The first referee does not signal the fault or player at fault.	If the fault is whistled by the first referee, the referee first indicates which team wins the rally by extending the arm in the direction of the team that will serve (palm perpendicular to floor), then the nature of the fault and the player at fault if necessary. If the fault is whistled by the second referee, the second referee will indicate the nature of the fault and the player at fault if necessary. The first referee then indicates which team wins the rally by extending the arm in the direction of the team that will serve and the second referee repeats that signal. The first referee does not signal the fault or player at fault.	If the fault is whistled by the first referee, the referees first indicate the nature of the fault, the player at fault if necessary, and then indicate which team wins the rally by extending the arm in the direction of the team that will serve (palm perpendicular to the floor). If the fault is whistled by the second referee, the second referee will signal the nature of the fault and the player at fault if necessary, which the first referee repeats. The first referee then indicates which team wins the rally by extending the arm in the direction of the team that will serve, and the second referee repeats that signal.
<b>66. Illegal attack signal</b>	Extend one arm and hand straight up from the shoulder and then bend the arm at the elbow to lower the forearm and open hand in front of the face to about chin level.	Extend one arm and hand straight up from the shoulder and then bend the arm at the elbow to lower the forearm and open hand in front of the face to about chin level.	Place one arm to the side of the body at head height, elbow bent at a right angle, and then make a forward and downward motion with one arm from the shoulder with the forearm and hand. Two motions are sufficient.
<b>67. Illegal block/screen signal</b>	Completely extend both arms straight up from the shoulders (elbows are not bent).	Completely extend both arms straight up from the shoulders (elbows are not bent).	Raise both hands to the side at head height, elbows bent at right angles, palms facing the court.
<b>68. Ball crosses under net signal</b>	Point to the center line area with an extended index finger.	Point to the center line area with an extended index finger.	Point to the center line area with an extended index finger.
<b>69. Second Referee &amp; Scorekeeper "ready" signal</b>	Traditionally indicated by holding both hands in front of body at head height, palms toward first referee.	Traditionally indicated by holding both hands in front of body at head height, palms toward first referee.	Traditionally indicated by extending one hand/arm toward first referee and making eye contact.
<b>70. Signal for 3rd and 4th team contact by same player.</b>	Signal "double contact".	Signal "double contact".	Signal "four hits".
<b>71. Indication of which player(s) contacted the net</b>	Indicate the player at fault by pointing with an open hand.	Indicate the player at fault by pointing with an open hand.	Referee making the net call indicates the number of the player(s) at fault to other referee; the other referee repeats the number.
<b>72. Lines-judge position during timeouts</b>	Near banners at the end of the court nearest their respective lines-judge position.	At mid-point of end line.	At intersection of attack line & sideline, near first referee.