

ARTICLE XVI – VOLLEYBALL

The Official Special Olympics Sports Rules shall generally govern all Special Olympics volleyball competitions. As an international Sports Program, Special Olympics has adopted these rules based upon, and to complement, Federation Internationale de Volleyball (FIVB) rules. In some cases FIVB Rules are included in this Article for emphasis or clarification

FIVB Rules of Play shall serve as the primary source for the volleyball rules of play for all Special Olympics volleyball competition. National and/or State Special Olympics Programs may utilize National Governing Body rules except when they are in conflict with these Special Olympics Summer Sports Rules – Volleyball, in which case, Special Olympics rules shall prevail.

SECTION A – OFFICIAL EVENTS

1. Team Competition
2. Modified Team Competition
3. Unified Sports™ Team Competition

The following events provide meaningful competition for athletes with lower ability levels.

4. Individual Skills Competition
5. Unified Sports Individual Skills Competition
6. Volleyball Juggle
7. Volleyball Pass
8. Volleyball Toss and Hit
9. Team Skills Volleyball

SECTION B – COURT AND EQUIPMENT

1. The service line may be moved closer to the net, but no closer than 4.5m (14'9").
Note: There will be no modifications for the world games.
2. Height of the net:
 - a. Men's and Co-ed competition – 2.43m (7' 11 5/8")
 - b. Women's competition – 2.24m (7' 4 1/8")
 - c. Unified Sports competition – 2.43m (7' 11 5/8") for men and co-ed and 2.24m (7' 4 1/8") for women
3. A lighter weight, leather modified volleyball may be used. The size of the ball should be no larger than 81cm (32") in circumference and weigh no more than 226 grams (8 ounces). It should be as close as possible to the regulation size volleyball. The specified standard ball only will be used in the World Games.
4. Official Court Dimensions: 18 x 9m, surrounded by a free zone of a minimum of 3m wide on all sides. For World Competitions, the free zone shall measure a minimum of 5m from sidelines and 8m from end-lines.

SECTION C – RULES OF COMPETITION

1. Team Competition
 - a. Divisioning
 - 1) The Head Coach must submit the scores from the four Volleyball Skills Assessment Tests (VSAT), i.e. serve, forearm pass, spike, and bump-set, for each player on his/her roster prior to competition. (These tests are for player/team assessment only and are not competition events for medals and ribbons. Information regarding the VSAT follows in Section D.)
 - 2) The Head Coach must also identify his/her six best players in terms of their on court playing ability by placing a star next to their names on the roster.
 - 3) A "team score" shall then be determined by adding the top eight players' VSAT scores and then dividing that total by eight.
 - 4) Teams are initially grouped in divisions according to the VSAT team score.
 - 5) A classification process shall then be conducted as a means of finalizing the divisioning process. Suggestions for this process include but are not limited to:
 - a) Playing classification rounds where teams will play one or more games with each game lasting at least five minutes or 10 points, whichever comes first. Each team will be required to play all team members

- b) Playing “pool play” rounds to establish divisions.
- c) Tournament Directors are encouraged to require that all rostered players participate during the Divisioning round for a minimum time or points as established by the tournament committee.

Libero Player

- a. Any team has the option to designate no more than one Libero player on its roster for each set. Only one Libero will be allowed per team. There are special rules if the Libero player is injured and cannot continue. The Libero player’s number must be placed on the lineup sheet for each set of each match, in addition to the numbers for the starting six players. The Libero player must wear a uniform of a different and contrasting color and/or design than that of the rest of the team in order to be easily recognized on the court. Contrasting with FIVB rules, for SOI purposes, teams have the option of changing the Libero player from match to match.

Libero playing actions: The Libero is allowed to replace any player in a back row position, except in Unified competition when an athlete may only replace an athlete, and partner replace a partner. He/she is restricted to perform as a back row player, and is not allowed to complete an attack hit from anywhere (including playing court and free zone) if at the moment of the contact, the ball is entirely higher than the top of the net. A player may not complete an attack hit from higher than the top of the net, if the ball is coming from an overhead finger pass by a Libero in his/her front zone. The ball may be freely attacked if the Libero makes the same action from behind the front zone

Libero Replacements: When the Libero replaces a player in the back zone, it is not counted as a substitution. These replacements are unlimited. Only the players whom he/she replaced may replace the Libero. Replacements may take place 1.) at the start of the game after the 2nd referee has checked the lineup, and 2.) while the ball is out of play before the 1st referee blows the whistle for service.

- b. Competition Adaptations (from FIVB Rules)
 - 1) A time limit of 30 minutes may be set for each game (if time is limited).
 - 2) Multiple substitutions will be allowed as follows (except for the Libero player):
 - a) **Unlimited individual entries by a substitute within the team's allowable 12-substitutions are permissible**
 - b) Maximum 12 team substitutions per set.
 - c) Unlimited number of players may substitute into a single position
 - d) A player in the starting lineup may start a set and re-enter, but only in the same position he started the set. Likewise, a substitute who has left the set, may re-enter, but must do so in the previous position
 - 3) Bench coaching
 - a) A coach is permitted to get up from the bench and move around as long as the coach is not affecting the progress of the game. Coaching from behind the end line is prohibited.
 - b) A coach is permitted to assist the athlete to move in position for substitutions.
 - 4) For violations, there must first be issued a verbal warning, and then the red card, resulting in expulsion from the game.
 - 5) Rally Scoring shall be used.
- c. Basic Ground Rules
 - 1) Players
 - a) All matches shall start with six players. In less than World competition, in the event of injury during a match, whereby a team has been reduced to 5 players, a team may continue tournament competition with only, but not less than 5-players.
 - b) Unified Team composition on the floor must be 3 athletes and 3 partners. In extenuating circumstances, a tournament director may allow more athletes than partners if he/she deems that it is still in the spirit of Unified Sports.
 - c) The team roster, including substitutes, may not exceed 12 players.
 - 2) Service
 - a) The first server of each set is the right-back player. Thereafter, the right front player rotates to the right back position. The team receiving first service shall rotate upon the first sideout/point award.

- b) A team continues to serve until it commits a violation or the game ends.
 - c) The service alternates when there is a violation by the serving team. The ball is awarded to the opponent who shall rotate clockwise one position (except first serve).
 - d) The winner of the coin toss may choose either the right to serve, to receive the service or the side of the court. If a deciding third or fifth game is necessary, a coin toss shall again be conducted with the same options.
 - e) Serve shall be from the serving area. Stepping on or over the line before the ball is contacted shall constitute a violation.
 - f) The server must contact the ball within eight seconds after the first referee's whistle for service.
- 3) Play
- a) The ball may be hit with any part of the body.
 - b) A player shall not play the ball twice in succession, except in blocking. . This is not to be confused with allowable multiple contacts in one attempt to play the ball, as provided in Rules 10 and 15 of the FIVB Rules
 - c) A team shall not play the ball more than three times before it crosses the net. (A touch on a block does not count as one of the three hits.)
 - d) Touching the net or crossing completely over the center line with any part of the body will constitute a violation. Incidental net contact by a player's hair and insignificant contact by a player not involved in the action of playing the ball are exceptions to this rule and are not deemed a violation.
 - e) Any ball hitting the ceiling will be considered playable by the team causing such contact, unless the ball crosses the plane of the net.
 - f) Any ball hitting the side or back walls is considered out.
 - g) Any ball landing on the line is considered good.
 - h) Return of service may occur by any legal hit. (A forearm pass is highly recommended in order to return a hard hit serve legally.)
- 4) Substitution
- a) Players shall substitute by position as per the adapted FIVB Rules (except when using the Libero player).
 - b) Libero substitutes: athletes can sub for athletes only and partners for partners only.
- 5) Scoring
- a) A match is won by the team that wins the best of three or five sets. A playoff set is considered a match and only one set to either 15 or 25 will be played. A one-set match is won by the team that scores 15 (or 25) or more points with a two-point advantage. Teams change sides when one team has scored 8 points. In the case of a 1–1 or 2–2 set tie, the deciding set (3rd or 5th) is played as a tie breaker with rally point scoring procedures to 15 (or 25) points and no point cap. Teams change sides when one team has scored 8 points.
 - b) A set is won by the team which first scores 25 points with a minimum lead of two points (except the deciding 3rd or 5th game). In the case of a 24–24 tie, play is continued until a two-point lead is achieved. . In predetermined 3-set matches when all 3-sets count as a win or loss, the 3rd set is not considered a deciding set, and will be played to 25 points
 - c) If a team fails to serve properly, return the ball, or commits any other fault, the opponent wins the rally and scores a point. When the serving team wins a rally, it scores a point and continues to serve. If the receiving team wins the rally, it scores a point and gains the right to serve.
 - d) A served ball touching the net and continuing over the net shall remain in play and the receiving team has three plays to return the ball to the opponents.
 - e) FIVB International Scoring System (based on matches won, sets won, and point ratio) will be used to handle all ties during competition.
- 6) Referees
- a) Referees shall have full authority to interpret the Rules. For further questions, the Tournament Rules Committee shall be consulted.
 - b) Ball handling will be called in accordance with the ability level of the athletes.

c) There shall be at least two line judges who shall be positioned on opposite corners in the left, rear corner of each court. Each line judge shall have responsibility to judge whether a ball is in or out for their assigned end and side lines, as well as appropriate net calls as instructed by the 1st referee. In some competitions a 4-line judge system may be utilized. In this case, 2 line judges will be assigned an end line; and 2 line judges will be assigned a sideline.

2. Modified Team Competition

This event provides meaningful competition for athletes with lower ability levels.

a. Divisioning

- 1) The head coach must submit the scores from the three Individual Skills Competition events, i.e. overhead passing, serving, and passing (not the VSAT), for each player on his/her roster prior to the competition.
- 2) The head coach must also identify his/her six best players in terms of their on court playing ability by placing a star next to their names on the roster.
- 3) A "team score" shall be determined by adding the top eight players' scores and then dividing that total by eight.
- 4) Teams are initially grouped in divisions according to the Individual Skills Competition team scores.
- 5) A classification round of games shall then be conducted as a means of finalizing the divisioning process.
 - a) In the classification round, teams will play one or more games with each game a minimum of five minutes or 10 points, whichever comes first.
 - b) Each team will be required to play all team members.

b. Competition Adaptations

- 1) The court is modified to 7.62m (25') wide and 15.24m (50') long.
- 2) The net may not be lower than 2.24m (7' 4 1/8").
- 3) A lighter weight leather modified volleyball must be used. The size of the ball should be no larger than 81cm (32") in circumference and weigh no more than 226 grams (8 ounces).
- 4) A three-point or a five-point serving rule will be used. Once one player has scored the three or the five points, there will be an automatic sideout (rotation).
- 5) Antennas will still be placed above the sideline on the net.

c. Basic Ground Rules – same as for Team Competition above

3. Unified Sports Team Competition

- a. The roster shall contain a proportionate number of Athletes and Partners.
- b. During competition, the line-up shall never exceed three Athletes and three Partners at any time. Failure to adhere to the required ratio results in a forfeit.
- c. Each team shall have an adult non-playing coach responsible for the line-up and conduct of the team during competition.
- d. The serving order and positions on the court, at service, shall be an alternation of Athletes and Partners.
- e. Once a server has scored three consecutive points, the team shall rotate to the next server.

4. Individual Skills Competition

- Individual Skills Competition is designed for lower ability athletes. It is not for athletes who can already play the game.
- Three events comprise the Individual Skills Competition: Overhead Passing (Volleying), Serving, and Passing (Forearm Passing).
- The athlete's final score is determined by adding together the scores achieved in each of these three events.
- Each event is diagrammed with the suggested number and placement of volunteers who will administer them. It is also suggested that the same TOSSER remain at an event throughout the competition so that consistency is provided.

a. Individual Skills Competition Event #1: Overhead Passing (Volleying)

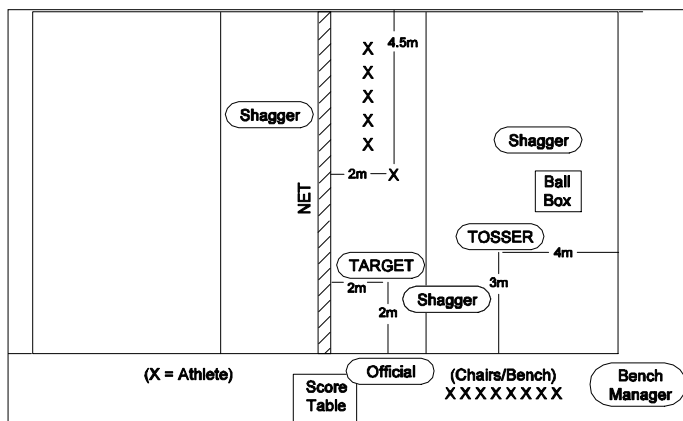


Diagram terms

- Athlete
- Official
- Target
- Shagger
- Tosser
- Bench Manager
- Chairs/bench
- Ball box
- Net

- 1) Purpose
To measure an athlete's ability to overhead pass (volley) the ball with consistency and at a height that could be spiked.
- 2) Equipment
Use a regulation size court of 18m (59') long and 9m (29'6") wide, four volleyballs (modified ball permissible), net (7'4 1/8" [2.24m] for women and 7'11 5/8" [2.43m] for men), standards, antennas, and ball box.
- 3) Description
Player is given 10 attempts from the Center Front position that is 2m (6'6 3/4") from the net and 4.5m (14'9") from the sideline. The player receives 10 two-handed underhand tossed balls from the tosser who is positioned in his/her backcourt 4m (13' 1 1/2") from the baseline and 3m (9' 10") from the sideline in the left back position. The player sets the tossed ball toward a target (a person who has his/her hands above the head and who is standing 2m from the net and 2m from the sideline in the left front position). Tosses that are not high enough for the athlete to set are repeated. The goal is for the peak of the arc of each set ball to be above net height.
- 4) Scoring
The peak of the arc of each set ball toward the target is measured. The athlete will receive one point for volleying/setting the ball 1m (3' 3 1/3") above the athlete's head height and three points for volleying/setting the ball above net height. The following result is zero points: illegal contact, any ball which goes lower than head high, any ball which goes over the net or outside the court. The athlete's final score is determined by adding together the points awarded for each of the 10 attempts. (It is suggested that the official stand on a chair to evaluate the height of each set.)

b. Individual Skills Competition Event #2: Serving

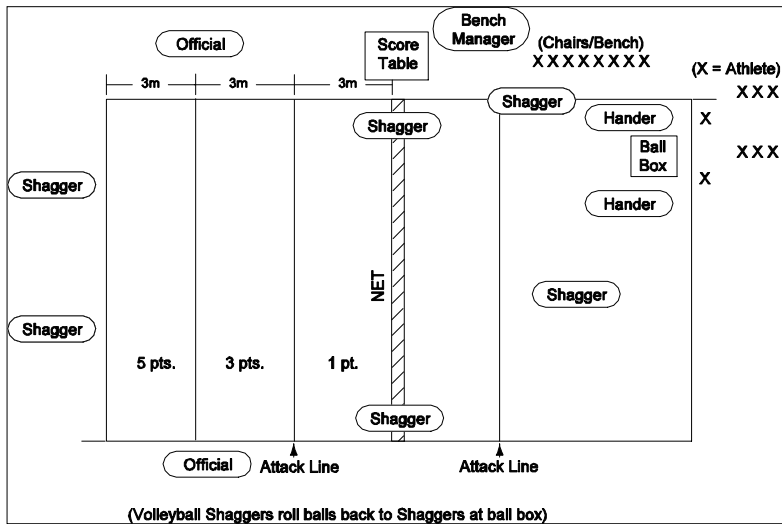


Diagram terms

- Athlete
- Official
- Shagger
- Bench Manager
- Chairs/bench
- Ball box
- Net
- Attack line
- Hander
- Volleyball Shaggers roll balls back to Shaggers at ball box.

- 1) Purpose
To measure the athlete's ability to serve the volleyball over the net and into the opponent's court.
- 2) Equipment
Use a regulation size court of 18m (59') long and 9m (29'6") wide, five volleyballs (modified ball permissible), net, standards, antennas, measuring tape, floor tape or chalk, and ball box.
- 3) Description
The athlete stands in the serving area and serves 10 volleyballs, one at a time, into the opponent's court.
- 4) Scoring
The court is divided into three equal areas of 3m in width. Each of these areas is assigned a different point value. The athlete's score is the cumulative point total of the 10 serves. A ball which lands on the line is assigned to the area with the highest point value.

c. Individual Skills Competition Event #3: Passing (Forearm Passing)

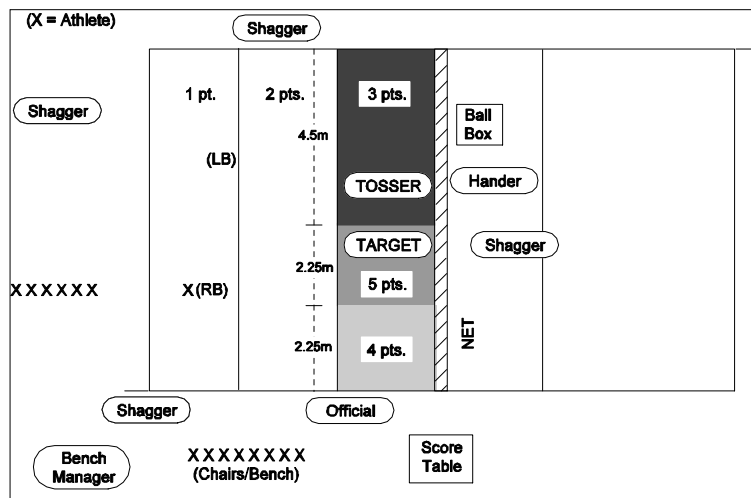


Diagram terms

- Athlete
- Official
- Target
- Shagger
- Tosser
- Hander
- Bench Manager
- Chairs/bench
- Ball box
- Net
- LB
- RB

- 1) Purpose
To measure the athlete's passing accuracy, height, and consistency using the forearm pass technique.
- 2) Equipment
Use a regulation size volleyball court of 18m (59') long and 9m (29'6") wide, 5 volleyballs (modified ball permissible), net, standards, measuring tape, marking tape, and ball box.
- 3) Description
The athlete stands at the right back position 3m [9'10"] from the right sideline and 1m [3'3 1/3"] from the baseline. A ball is thrown using a two-hand, overhead toss by a coach/official who is standing on the same side of the net in the center front position 2m (6'6 3/4") from the net. The athlete receives the toss and passes the ball toward a target (a person who has his/her hands above the head and who is standing on the same side of and 2m from the net and 4m [13'1 1/2"] from the sideline away from the tosser). Target areas of varying point values are marked in the front court. The event is repeated with the athlete at the left back position 3m from the left sideline and 1m from the baseline.
- 4) Scoring
The athlete must pass the ball so that the peak of the arc is at least net height in order to receive maximum points. A ball which lands on the line is assigned to the area with the higher point value. A ball which is passed below net height will receive only one point, regardless of where it lands. The athlete's final score is determined by adding together the points scored from his/her five attempts at both the right back and the left back positions. (It is suggested that the official stand on a chair to evaluate the height of each pass.)
5. Unified Sports Individual Skills Competition
 - a. The Unified Sports team shall consist of one Athlete and one Partner.
 - b. The final score for the Unified Sports team shall be the sum of each competitor's total score.

6. Volleyball Juggle
 This event provides meaningful competition for athletes with lower ability levels.

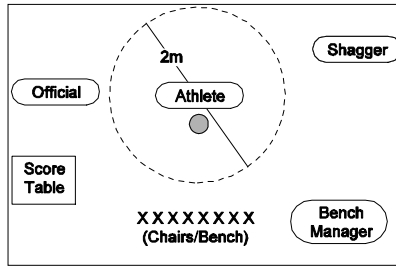


Diagram terms

- Athlete
- Official
- Shagger
- Bench Manager
- Score Table
- Chairs/bench

a. Equipment

- 1) Plastic playground ball 60cm (24") in circumference or a leather modified volleyball 81cm (32") in circumference and no more that 8 ounces in weight is permissible.
- 2) Stopwatch
- 3) Measuring tape
- 4) Floor tape or chalk
- 5) Whistle

b. Set-up: mark a circle with a 2m (6'6 3/4") diameter on the floor.

c. Rules

- 1) Athlete starts by standing or sitting in the middle of the circle and holding a ball.
- 2) Athlete begins juggling at the sound of the whistle.
- 3) Athlete may use only hands and arms to juggle the ball.
- 4) Athlete tries to keep the ball from falling to the ground.
- 5) There will be a maximum time limit of 60 seconds.
- 6) The event ends when the athlete catches the ball, when the ball touches the ground, or when 60 seconds is reached.

d. Scoring

- 1) Count the number of times the athlete hits the ball into the air.
- 2) Athlete is awarded one point every time the ball is hit into the air.
- 3) Athlete receives five bonus points for keeping the ball in the air for the full 60 seconds.
- 4) Athlete's final score is the number of hits in 60 seconds plus bonus points.

7. Volleyball Pass
 This event provides meaningful competition for athletes with lower ability levels.

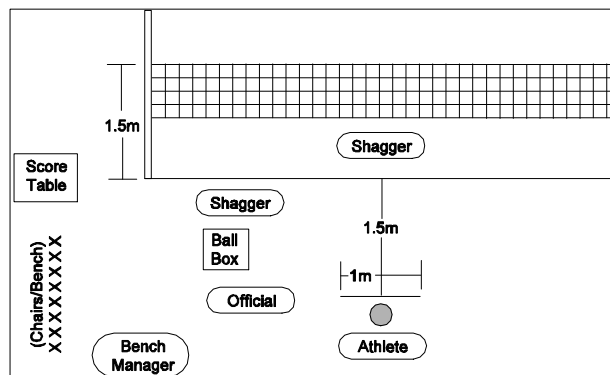


Diagram terms

- Athlete
- Official
- Shagger
- Bench Manager
- Score table
- Chairs/bench
- Ball box

a. Equipment

- 1) Plastic playground ball 60cm (1'11 3/4") in circumference or a leather modified volleyball 81cm (32") in circumference and no more that 8 ounces in weight is permissible.
- 2) Net and standards
- 3) Measuring tape
- 4) Floor tape or chalk
- 5) Whistle

b. Set-up

- 1) Set the net at a height of 1.5m (4'11").
- 2) Mark a throwing line which is 1m (3'3 1/3") long, parallel to the net, and 1.5m (4'11") away from the net.

c. Rules

- 1) Athlete starts in sitting or standing position behind the throwing line.
- 2) Athlete attempts to throw the ball over the net.
- 3) Athlete may throw the ball with one or two hands.
- 4) Athlete is given five attempts to throw the ball over the net.

d. Scoring: one point is awarded for each successful ball thrown over the net.

8.

Volleyball Toss and Hit

This event provides meaningful competition for athletes with lower ability levels.

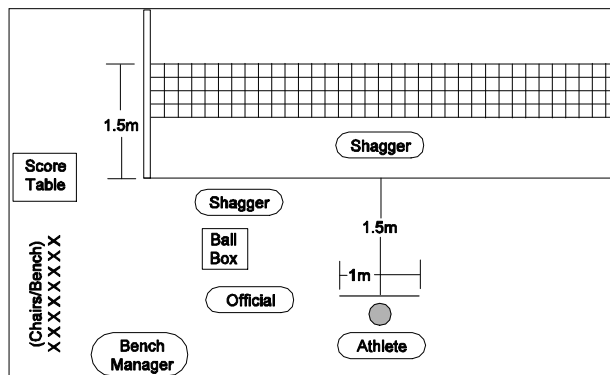


Diagram terms

- Athlete
- Official
- Shagger
- Bench Manager
- Score table
- Chairs/bench
- Ball box

a. Equipment

- 1) Five plastic playground balls 60cm (24") in circumference or leather modified volleyballs 81cm (32") in circumference and no more that 8 ounces in weight are permissible.
- 2) Net and standards
- 3) Measuring tape
- 4) Floor tape or chalk
- 5) Whistle

b. Set-up

- 1) Set the net at a height of 1.5m (4'11").
 - 2) Mark a throwing line which is 1m (3'3 1/3") long, parallel to the net, and 1.5m (4'11") away from the net.
- c. Rules
- 1) Athlete sits or stands behind the throwing line.
 - 2) Athlete attempts to hit five balls, one at a time, over the net.
 - 3) Athlete may hit the ball with one or two hands.
 - 4) Athlete has two attempts to hit each ball over the net.
- d. Scoring: one point is awarded for each successful ball hit over the net.
9. Team Skills Volleyball
This event provides meaningful competition for athletes with lower ability levels.

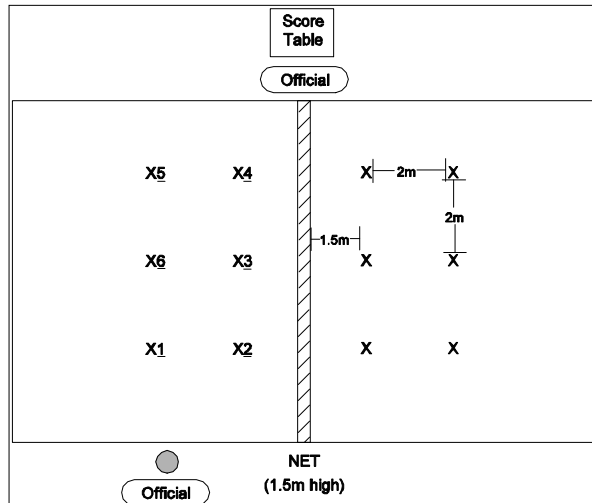


Diagram terms

Official
Net
High
Score table

a. Equipment

- 1) Two regulation volleyballs or leather modified volleyballs (81cm or 32" in circumference and 8 ounces in weight) per team.
- 2) Regulation volleyball court of 18m (59') in length and 9m (29'6") in width.
- 3) Volleyball standards and net set 1.5m (4'11) high.
- 4) Measuring tape
- 5) Floor tape or chalk
- 6) Whistle

b. Set-up

- 1) Mark six positions on the court as shown in the diagram. Players should be positioned 2m (6' 6 3/4") apart. The front line players shall be 1.5m (4'11") from the net. The back line players shall be 2m from the front line players.
- 2) Teams should submit a roster prior to the start of the game.
- 3) Team members should wear numbered uniforms or shirts.

c. Rules

- 1) Two six-member teams shall be positioned across the net from each other.
- 2) A game is composed of six rounds. Players will be given one opportunity at each of the six positions during the game. In order to win the match, a team must win a best two-out-of-three game series. The event director has the authority to alter the number of games played.
- 3) The official shall hand the ball to the player in position #1. At the sound of the official's whistle, the game will begin.

- 4) The player in position #1 must use a set to pass the ball to the player at position #2. The player in position #2 then attempts to hit the ball over the net into the opponent's court.
 - 5) The opposing team can attempt to return the ball back over the net. The serving team may not return this ball.
 - 6) If the opposing team fails to hit the ball over the net or inbounds, it will not be penalized any points.
 - 7) The official hands the ball to the player in position #6. This player hits the ball using an overhead pass (volley) to the player at position #3. The player in position #3 attempts to hit the ball over the net and into the opponent's court.
 - 8) Following this play, the official hands the ball to the player in position #5. Using an overhand pass (volley), the player in position #5 hits the ball to the player in position #4 who then attempts to hit it over the net.
 - 9) After players in positions #1, #6, and #5 have completed their turns, the round is completed.
 - 10) The opposing team now begins its round which finishes once the players in positions #1, #6, and #5 have completed their turns.
 - 11) When beginning each round, a team's players shall rotate in serving order (clockwise) to the next position.
 - Player at position #1 goes to position #6.
 - Player at position #6 goes to position #5.
 - Player at position #5 goes to position #4.
 - Player at position #4 goes to position #3.
 - Player at position #3 goes to position #2.
 - And player at position #2 moves to position #1.
 - 12) Play continues until players have been stationed at each of the six positions.
 - 13) Substitutes are allowed to enter the game only after a round has been completed.
 - 14) Coaches must remain on the sidelines 4m (13'1 1/2") to the side of the players in position #1 and #5. Verbal or signed instructions presented by coaches are permissible. Athletes who are deaf may receive assistance in positioning.
- d. Scoring
- 1) The serving team receives one point each time —
 - a) the ball is successfully set from the back line player to the appropriate front line player.
 - b) the front line player hits the ball.
 - c) the front line player hits the ball over the net and inbounds.
 - 2) The defensive team receives one point if it successfully returns the ball inbounds and in no more than two attempts.
 - 3) The maximum point total a team can receive for a regulation six-round game is 72 points.
 - 4) In order to win a game, a team must win by two points. Additional rounds are conducted until this margin of victory is achieved.

SECTION D – VOLLEYBALL SKILLS ASSESSMENT TESTS (VSAT)

1. VSAR- Serve

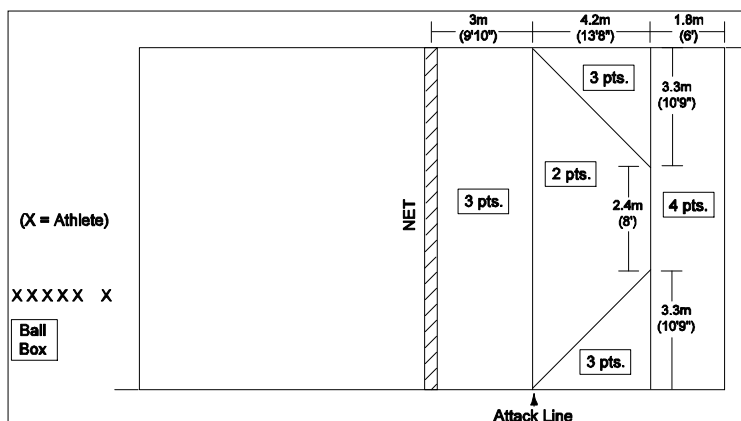


Diagram terms:

- Athlete
- Net
- Attack line
- Pts
- Ball box

SET-UP

Use a regulation size court of 18m [59'] long and 9m [29'6"] wide, 10 volleyballs, net (2.24m [7'4 1/8"] for women and 2.43m [7'11 5/8"] for men), standards, antennas, measuring tape, tape, and ball box.

TEST

Athlete is given 10 attempts from the service area.

Athlete may serve overhead or underhand.

Taped or chalk lines mark the court outlining the target areas which value from two to four points.

SCORING

Balls hitting on a line score the higher point value.

Balls contacting the net, antennae, or landing out-of-bounds receive no points.

The athlete's final score is determined by adding together the points awarded for each of the Ten attempts.

STAGING

Volunteers administer the test and are not to interfere with any athlete who is performing the test.

Volunteer "A" will instruct the group doing this particular test while Volunteer "B" demonstrates the actual test. Volunteer "C" will toss a volleyball to the athlete who will perform. Volunteers will retrieve the volleyballs after they land and will roll them to a volunteer who is standing near the ball box. When the athlete is finished, Volunteer "A" will give the score to Volunteer "D" who is the scorekeeper. Each volunteer is to administer the test and manage the area only.

2. VSAR- Forearm Pass

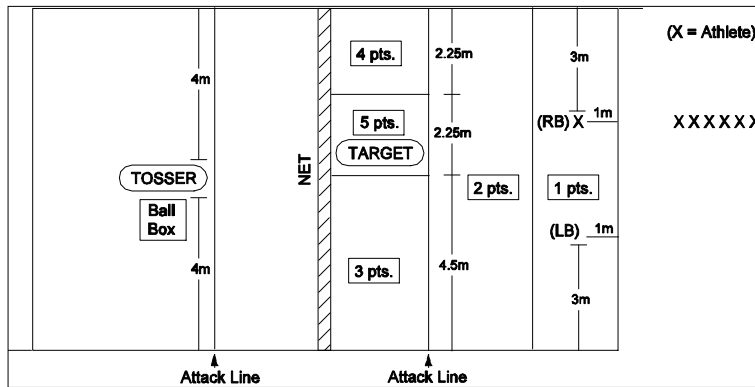


Diagram terms

- Athlete
- Target
- Tosser
- Net
- Attack line
- Pts
- Ball Box
- RB
- LB

SET-UP

Use a regulation size court of 18m [59'] long and 9m [29'6"] wide, five volleyballs, net (2.24m [7'4 1/8"] for women and 2.43m [7'11 5/8"] for men), standards, antennas, measuring tape, floor tape or chalk, and ball box.

TEST

Athlete receives 10 two-handed overhead tossed balls from the TOSSER who is positioned across the net at the attack line (4.5m [14'9"] from either sideline). Athlete is given five attempts from the right back position (3m [9'10"] from the right sideline and 1m [3'3 1/3"] from the baseline) and five attempts from the left back position (3m from the left sideline and 1m from the baseline). Poor tosses are repeated. Athlete passes the tossed ball toward a TARGET, a person who has their arms above their head and who is standing on the same side of and 2m (6'6 3/4") from the net and 2m from the sideline. Target areas have values from one to five points. The peak of the arc of each passed ball must be above the height of the net.

SCORING

The following results in zero points: illegal contact, any ball which is passed below net height, any ball which lands beyond the centerline. A ball hitting the line between point values will be given the higher point value. The athlete's final score is determined by adding together the points awarded for each of the 10 attempts.

STAGING

Volunteers administer the test and are not to interfere with any athlete who is performing the test. Volunteer "A" will instruct the group doing this particular test while Volunteer "B" demonstrates the actual test. Volunteer "C" will toss a volleyball to the athlete who will perform. Volunteers will retrieve the volleyballs after they land and will roll them to a volunteer who is standing near the ball box. When the athlete is finished, Volunteer "A" will give the score to Volunteer "D" who is the scorekeeper. Each volunteer is to administer the test and manage the area only.

3. VSAT- Spike

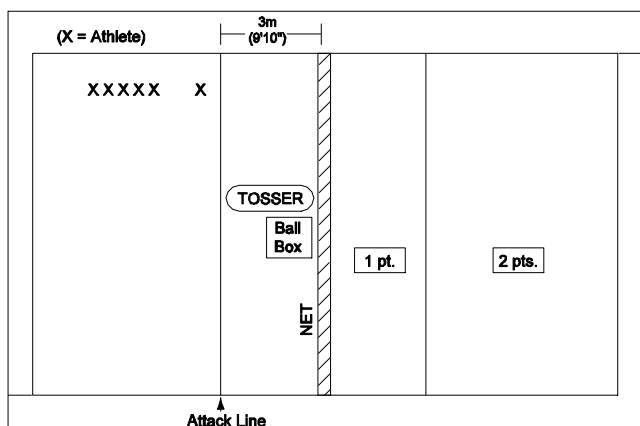


Diagram terms

Athlete
Tosser
Net
Attack line
Ball box
Pts

SET-UP

Use a regulation size court of 18m [59'] long and 9m [29'6"] wide, five volleyballs, net (2.24m [7'4 1/8"] for women and 2.43m [7'11 5/8"] for men), standards, antennas, measuring tape, floor tape or chalk, and ball box.

TEST

A TOSSER will toss the ball in front of the athlete and 2m (6'6 3/4") above the net. Tosses that are not at the proper height are repeated. The athlete stands in the court 3.05-4.57m (10-15') off the net, makes a spiking approach, and spikes the ball over the net and within the boundaries of the opponent's front court. Each athlete receives 10 attempts.

SCORING

The athlete receives two points for each spike that lands beyond the attack line in the backcourt and one point for each spike that lands between the net and the attack line within the opponent's court. A

