



What You Need To Know

RULE 8 – THE SERVE

THE SERVE

- ✘ A serve is a contact with the ball to initiate play
 - + 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 First Referee's signal to serve
 - + The server shall serve from within the serving area
 - + The server 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 serve
 - + The server's body may be in the air over or beyond the serving area boundary lines, having left the floor from within the serving area

TERM OF SERVICE

✘ Team

+ A team's term of service

- ✘ Begins when a player assumes the right back position as the server
- ✘ Ends when a loss of rally is awarded.

✘ Player

+ A player's term of service

+ Begins when the player assumes the right back position as the server

+ Ends when a

- ✘ loss of rally is awarded
- ✘ Substitution for the player is made prior to the end of the team's term of service

✘ **Note:** Each player may have only one re-serve during a team's term of service

RE-SERVE

- ✘ Shall be called when the server releases the ball for service then catches the ball or drops the ball to the floor
 - + The First Referee cancels the serve
 - + Then directs a second and last attempt at serve
 - + Server is allowed a new five seconds for the re-serve
- ✘ A re-serve is considered to be a part of a single attempt to serve. Therefore
 - + No time-outs
 - + No service orders
 - + No lineup checks
 - + No substitutions
 - + No Libero replacements
 - + Etc., may be recognized until after the ball has been served

GENERAL INFORMATION

- ✘ First server of the game
 - + Right back position
 - + Thereafter, when a team is awarded a loss of rally, the player in the **right front position rotates** to the serving area
- ✘ A team continues serving until it loses the rally or the game ends
- ✘ The serve alternates when the serving team loses the rally
- ✘ The team not serving first in the previous game of a match shall serve first in the next game

ILLEGAL SERVE (CAUSED BY SERVER)

- ✘ A serve is **ILLEGAL** and the ball remains dead if the server:
 - + Hits the ball illegally
 - + Is touching the end line or the floor outside the serving area when the ball is contacted for serve
 - + Does not contact the ball to serve within five seconds from the signal to serve
 - + Is out of serving order or is from the wrong team
 - + Deliberately serves before the signal to serve
 - + Releases the ball for service, then catches it or drops it to the floor more than once during **one term of service**
- ✘ **Note:** When a receiving team player is out of position on the serve and there is an **illegal serve**, the **serving team** is penalized

SERVICE FAULT (CAUSED BY THE BALL)

- ✘ A served ball is a **SERVICE FAULT** and becomes dead when the ball:
 - + Does not legally cross the net
 - ✘ Goes under the net
 - ✘ Touches one of the server's teammates
 - ✘ Touches the floor on the server's side of the net
 - + Crosses the net not entirely between the net antennas
 - + Lands out of bounds
 - + Touches the ceiling or any obstruction
- ✘ **Note:** When a receiving team player is out of position on the serve and a **service fault** occurs, the **receiving team** is penalized

PENALTIES

- ✘ Loss of Rally/Point awarded to receiving team when
 - + An illegal serve occurs
 - + A service fault occurs
 - + The receiving team is out of position and there is an **illegal serve**
 - + The same server has a second re-serve during team's term of service
- ✘ A point is awarded to the serving team when
 - + The receiving team is out of position and there is a **service fault**