



<ul style="list-style-type: none"> ▪ MAIN DRAW: best of 3 TB sets. Regular scoring. <ul style="list-style-type: none"> ○ New balls for 3rd set ○ 10-minute rest period before 3rd set w/ coaching ▪ SINGLES FIC: 2 TB sets, regular scoring <ul style="list-style-type: none"> ○ 10-pt MTB in lieu of 3rd set ○ No ball change ○ 3-minute rest period w/ coaching ▪ DOUBLES: 2 TB Sets, no-ad scoring <ul style="list-style-type: none"> ○ 10-point MTB in lieu of 3rd Set ○ No ball change ○ 3-minute rest period before MTB, w/ coaching 	MATCH FORMAT	<ul style="list-style-type: none"> ▪ No ad-scoring across all divisions ▪ Different match formats for dubs; DI, DII 6-game set (DIII 8-game pro set)
<ul style="list-style-type: none"> ▪ Fan Friendly (wherever possible). See also WARMUP <ul style="list-style-type: none"> ○ Full Introduction (name, city, state) <ul style="list-style-type: none"> ▪ Format, scoring, toss, etc. ○ MTO/BTO ○ Split sets (3rd, MTB) ○ Stoppage/Resumption of play ○ Crowd (announcement-no penalties) 	VERBIAGE	<ul style="list-style-type: none"> ▪ Fan Friendly <ul style="list-style-type: none"> ○ Introduction (toss, servers) ○ Full intro' (when applicable) ▪ Crowd (warning announcement, penalties)
<ul style="list-style-type: none"> ▪ 25 seconds between points @ server's reasonable pace ▪ Split sets: <ul style="list-style-type: none"> ○ Full third - 10-minutes (MAIN), w/ coaching ○ MTB - 3-minutes (FIC & Dubs), w/ coaching ▪ See also MTO 	TIMING	<ul style="list-style-type: none"> ▪ 25 seconds between points (both server(s) & receiver(s)) ▪ Split sets: <ul style="list-style-type: none"> ○ 2 -minute set break
<ul style="list-style-type: none"> ▪ Court area (½ between courts) <ul style="list-style-type: none"> ▪ Chaired matches: LETS called by CU (cover in pre-match) ▪ Movement → invasion → hat falls off → ball comes out → CALL IT!! 	LETS	<ul style="list-style-type: none"> ▪ Only called by Official when there is a player safety issue. ▪ All divisions and genders play service lets
<p>Evaluation time as determined by the Referee plus a maximum of three minutes treatment time for a treatable condition</p> <ul style="list-style-type: none"> ▪ MTO allowed during warm-up ▪ MTO per medical condition, requiring play stoppage ▪ 2 changeover treatments per condition match 	MTO: <u>Medical Time Out</u> Not to exceed 15 minutes ← stoppage of play →	<ul style="list-style-type: none"> ▪ 1 per match: up to 5-minutes diagnosis & treatment <ul style="list-style-type: none"> ○ Unlimited changeover treatment(s) ▪ DI-M are assessed a point for an MTO
<ul style="list-style-type: none"> ▪ No specific protocol established beyond making an evaluation provided within the guidelines of a medical timeout. 	CONCUSSION	<ul style="list-style-type: none"> ▪ The player must be cleared to return to play by a qualified medical professional within 15 minutes, or else the player shall be retired. ▪ 2nd concussion timeout within the same match may not arise from the same incident.

<ul style="list-style-type: none"> Maximum 15 minutes stoppage of play If bleeding has not stopped, the player must retire 	BTO: Bleeding Time Out	<ul style="list-style-type: none"> No PPS immediately following a BTO If bleeding has not stopped, the player must retire
<ul style="list-style-type: none"> 5 minutes Announce: “3 minutes, 2 minutes, 1 minute → Match Introduction, TIME” 	WARM-UP	<ul style="list-style-type: none"> Individual tournaments only
<ul style="list-style-type: none"> Reasonable Time (preferred between sets) No limit on quantity as long as not gamesmanship 	RESTROOM	<ul style="list-style-type: none"> 5-minute Restroom break (@ set break)
<ul style="list-style-type: none"> Point (No Warning) – Game – Default If a <i>GAME</i> penalty is issued, inform a Referee Chair Umpire can default a player (heavily suggested that a Referee be called for a consult before the CU issues the CV: DEFAULT) No Carryover penalties from previous matches No penalties can be assessed from spectators (excl. those associated with the player) 	PPS: Point Penalty System	<ul style="list-style-type: none"> Point (No Warning) – Game – Default Carryover can be issued from previous matches Only Referee can DEFAULT Penalties can be assessed from teammates and/or spectators
<ul style="list-style-type: none"> Players call their own lines No appeals → immediate overrule No fixed rule on # of OR’s 2+ ORs in the same set, caution the player that subsequent OR’s may be penalized under the PPS Must be coded if a discussion has been made regarding frequent OR’s 	LINE CALLS & OVERRULES (OR)	<ul style="list-style-type: none"> Players call their own lines No appeals → immediate overrule (exc. Serve Appeal) 3rd OR’s → PPS 1 set matches, 2nd OR’s → PPS
<ul style="list-style-type: none"> No coaching or communication device (i.e., smart watches) Only allowed @ authorized times: <ul style="list-style-type: none"> Suspension of play (not stoppage) Allowed during 3-minute or 10-minute rest period before the MTB/3rd Set <ul style="list-style-type: none"> At the start of the 3-minute rest period, if restroom is taken first, then no coaching will be permitted 	COACHING	<ul style="list-style-type: none"> ALLOWED Only by designated coaches

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