

Contacting the Ball Rule 9-4		
Slide #	Rule	Notes
1	9--4--1	Contact - Any touch by a player
2	9--4--2	Hit one of 3 contacts allowed per side
3	9--4--3	Simt or Block not part of 3 hits (Block, then 3 hits)
4		Simt or Block not part of 3 hits - Block then dig by blocker
5	9-4-4a	Crossed Net - passed completely
6	9-4-4b	Crossed net - Partial net - opponent contact
7	9-4-4c	Crossed Net - No part crossed, legal block (In this picture was there a legal blocker?)
9--4--5 Legal Contact vs Illegal Contact		
		Visibly Rest or have prolonged contact
8		Rolls and is carried (Right side)
9		Ball rolls up arms and is lifted
10		Pushes Ball on Overhand Dig
11		Stops momentum of ball
12	9-4-6a	Simt Contact more than one at same instance - Double hit on overhand dig.
13	9-4-6b	Simt Con 2 teammates same instance (in this case off of block, either player may take the next hit) not best example
14	9-4-6c	Joust - two opponents cause the ball to come to rest above the net through sim. contact.
15	9-4-6d	Simt Con 2 opposing players (not best example) Play continues with three hits on side of the net ball landed.
Successive Contact - two or more separate attempts to play the ball by one player.		
16	9-4-7a	Not successive if simult contac by teammates.
17	9-4-7b	Not successive if simult contac by opponents.
18	9-4-7c	Not successive if first contact is a block, 2nd hit teams first hit
19		Same as above - off block
Multiple Contacts - more than one attempt by a player		
20	9-4-8a	Multiple Contacts - rebounding ball
21	9-4-8b	Multiple Contacts - teams first hit (Double)
22		Multiple Contacts - teams first hit (double leagal)
23		Double Hit Is Illegal Multiple Contact