



NAGVA

North American Gay Volleyball Association

NAGVA R1 Online Exam Study Guide

- There is no “pursuit” rule in NAGVA.
- The Jerseys have to be uniform in color and design. The Jerseys **MUST** contrast and have a distinguishable difference with the Libero Jersey.
- NAGVA follows the 2017-2019 USAV DCR (Domestic Competition Regulations) with a few exceptions and will be explained in this study guide.
- A team that drops or loses a player(s) to 5 members may pick up a player off of a team that has already out of the tournament. They can do this once and limited to THAT player. They may not continue to pick up other or additional players from other teams out of the tournament.

SANCTIONS

- Sanctions are in effect for the entire match.
- The progression of Sanctions for the match are as follows BUT are not limited to depending on the degree of the sanction: Verbal Warning, Yellow Card, Red Card, Red and Yellow Card together in the same hand, Red and Yellow Card in separate hands.

GENERAL RULES FOR THE GAME

- Exceptional Subs are not counted as regular subs. In the event that there is an Exceptional Sub, the player being subbed out is out for the duration of the match.
- You cannot protest a judgment call, including but not limited to ball handling, in/out, touch. You can only protest misapplication of rules and protocol. If/When there is a protest during pool play, the protest must be filed in the remarks section immediately (team protesting and points at time of the protest) so at the end of the match it can be dealt with, but the match is to be finished. If the protest is upheld, then the match will be replayed starting at the point of the protest. If not, then the match results stand.

- Only front row players can complete a legal block.
- A net violation is ONLY WHEN a player is in the act of playing the ball contacts the net OR a player INTENTIONALLY contacts the net and disrupts play. It is not a fault for a player to contact the net outside the antenna.
- A centerline violation is only committed when players playing or attempting to play the ball crosses the center line and EITHER interferes with play or poses a safety issue.
- A ball or player contacting the antenna is a fault. A ball contacting the net outside the antenna is a fault.
- Screening is when 1 or more players on the serving team actively attempt to block the receiving team from sight of the server or service. Majority of the time when this happens, the serving team is unaware. It is permissible for the R1 to ask the team members to move apart or separate to keep this situation from happening.
- A blocker may reach over the net to block a ball given the attacking team has contacted the ball FIRST, or that no other player on the attacking team can make a legal play on the ball

R1 (UP REF)

- In the event of an injured player, the following steps should be followed:
- Immediately stop play.
- Inform the captain/coach they have 30 seconds if the injured player is able to continue to play or not.
 - o If the injured player is able to or wants to continue, then play continues.
 - o If the injured player is unable or doesn't want to play, then they must be subbed out. If there are no legal subs available, then an Exceptional Sub must be used, informing the captain/coach that the player is out for the duration of the match.
- When judging ball handling (multiple contacts, catch/throw) it is best to look at the contact and not the technique. Look for multiple contacts when judging "doubles", NOT spin. Multiple contacts are legal on the 1st contact.
- In the event that blood is discovered on the floor, ball or player, play stops immediately.
 - o Blood on the floor or ball, the blood must be cleaned up and the area must be thoroughly sanitized. If the blood on the ball cannot be thoroughly sanitized, a new ball must be used.
 - o Players that are bleeding or have blood on any part of their uniform. The blood on the person or uniform must be covered up. In this situation, use the same protocol as you would with an injured player.

R2 (DOWNREF)

- The primary responsibilities of the R2 include, but are not limited to Net Violations, Centerline Violations, Positional Faults, Substitutions, the antenna on their side of the court, time outs, times between sets and assisting the R1 with backrow attacks/backrow blocks.

LIBERO

- The Libero jersey must be contrasting in color than the rest of the rostered team members.
- The Libero can only serve in one position.
- The Libero may not be the floor captain.
- The Libero is a backrow player only and may not block or participate in a collective block.
- The Libero may attack the ball provided the ball is not entirely above the height of the net.
- The Libero may not use finger action inside the attack zone (3 meter or 10ft line). If finger action is used inside the attack zone, the ball cannot be attacked entirely above the height of the net. (backrow attack mechanic) They are, however allowed to set the ball from behind the attack zone.