

Player Position Faults

Overlapping

Rule 6 covers different types of positional faults including wrong server, overlaps and players off the court. This portion of the training clinic will cover only that aspect of Rule 6 which involves overlapping faults caused by the incorrect positioning of the players on the court. By rule, the six players on the court are arranged in two rows, a front-row and a back-row. Each row contains 3 players designated as either left, center or right. Consequently, the front-row players are designated as Left Front (LF), Center Front (CF) and Right Front (RF) and the back-row players are designated as Left Back (LB), Center Back (CB) and Right Back (RB).

There are two types of overlap faults that may occur:

- ***Overlap between adjacent players within the same row and,***
- ***Overlap between corresponding front-row and back-row players such as the center front and center back***

Overlaps or player out-of-alignment faults are called for players not being positioned correctly on the court when the service is contacted. An overlap fault occurs between players within the same row when the Left player does not have a part of one foot touching the floor closer to the left sideline than both feet of the Center player or the Right player does not have a part of one foot touching the floor closer to the right sideline than both feet of the Middle player. Front-row/back-row overlap faults occur when each front-row player does not have at least part of one foot closer to the centerline than both feet of the corresponding back-row player. Figure 1 illustrates the potential overlap fault possibilities.

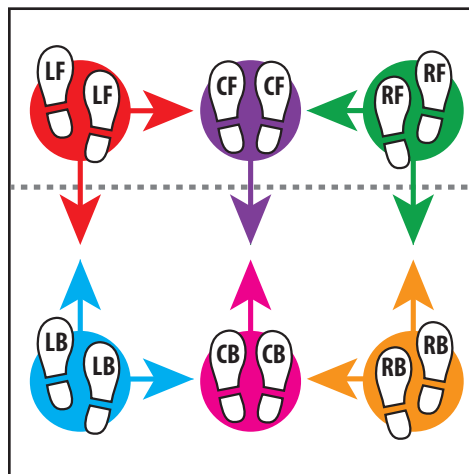


Figure 1. *Illustration of all possible overlapping faults. The colored arrows represent the possible overlaps for each player designated by their respective color.*

Traditionally, most overlap situations have involved the setter leaving her position early in order to get to the setting slot as fast as possible. When watching for this, the 2nd referee should listen for the contact of the serve while watching the setter's movement to determine if she is moving before the serve is contacted, causing her to overlap with another player. Other common overlaps involve the setter being improperly positioned at the moment of serve. Some common overlaps involving the setter being improperly positioned are illustrated in Figure 2.

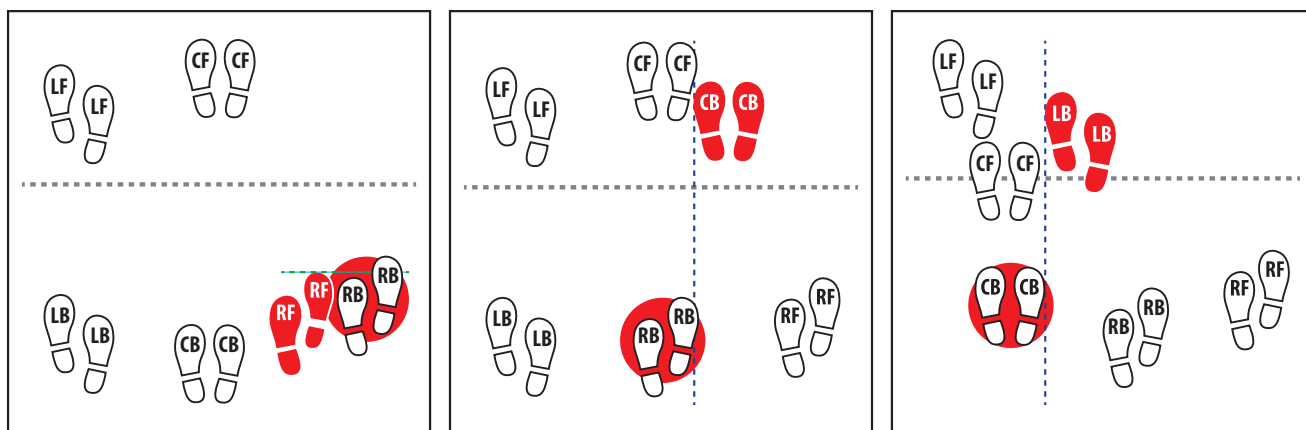


Figure 2. Common overlap faults involving the setter. The setter is designated by the red circle and the player the setter is overlapping with is designated in red.

With the advent of the libero position as well as the adoption of 2 and 3 person serve receives, many overlapping faults no longer involve the setter but rather, players positioning themselves to receive the serve. Figure 3 illustrates some common overlapping faults involving the passers.

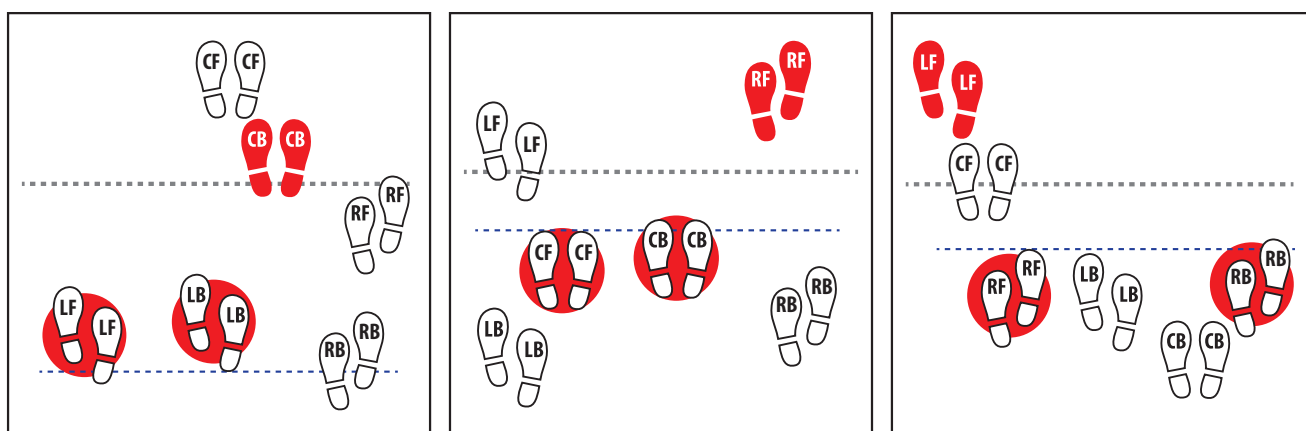


Figure 3. Common overlap faults involving passers. The setter is designated by a red feet and the players that are overlapping are designated in red circles.

Overlap faults can be called by either the first or second referee. Usually the first referee is responsible for calling overlapping faults on the serving team and the second referee calls overlapping faults on the receiving team. Before each serve the second referee should position themselves on the receiving teams side, outside the sideline and back from the standard with their shoulders square to the court. This position allows for the best view of the receiving team's players. Even so, it is sometimes difficult to determine overlap without lines on the court to use as guides so overlap faults should only be called when the players are obviously overlapped. Preventive officiating can and should be used when teams are close to committing and overlap violation. When calling an overlap, the referee should blow their whistle, step to the side of the team at fault (second referee only) and signal the fault (signal #1).

Second referees are required to carry a lineup card which can be used as an aid when trying to determine the player positions in possible overlap situations. Additionally, tracking the setter and/or memorizing lineups can be beneficial in determining overlaps and back-row player violations as well.