

Ball Handling





Ball Handling

Today's presentation is focused on contacting the ball and ball handling.

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To understand legal and illegal ball handling, we must understand how the ball can be contacted.



Contacting The Ball

What manners can the ball be contacted?

Contacting The Ball

9-5 PLAYER ACTIONS

PLAYER ACTIONS

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ART. 1 ... Definitions

- a. Pass – A play in which the ball is hit into the air so another player can get into position to contact the ball.
 - 1. Forearm pass – a controlled skill, generally used as a team's first hit, in which the ball rebounds from the forearms of the receiver to a teammate.
 - 2. Overhead pass (setting action) – two-hand finger action directing the ball.
 - 3. Set – two (or one)-hand finger action directing the ball to an attacker.
 - 4. Dig – an underhand or overhead defensive saving skill in which the ball is contacted by the forearms, fists or hands.

Contacting The Ball

b. Attack – Any action other than a block or a serve that directs the ball toward the opponent's court. A team's third hit is always considered an attack. A completed attack occurs the instant the ball completely crosses the vertical plane of the net, or is legally contacted.

1. Spike – an attack play in which the ball is forcibly hit into the opponent's court with a one-hand overhead motion.
2. Tip – a fingertip attack on the ball which directs the ball into the opponent's court.
3. Dump – a fingertip attack most commonly used by a setter on the second hit to direct the ball into the opponent's court.
4. Overhead pass – two-hand finger action directing the ball over the net.

Contacting The Ball

c. Block – the action of a player(s) close to the net that deflects the ball coming from the opponent by reaching higher than the top of the net at the moment of contact. A block may involve wrist action provided there is no prolonged contact.

1. Block attempt – the action of blocking without touching the ball. An attempt to block does not constitute a block.

2. Completed block – when the ball is touched by a blocker. Only front-row players are permitted to complete a block.

3. Collective block – a block executed by more than one blocker in close proximity. It is completed when one of the players touches the ball. It is a blocking fault if a back-row player or libero participates in a completed collective block.

NOTE: If a player near the net is reaching above the height of the net and opponents legally cause the ball to contact him/her, the player is considered to be a blocker. A back-row player attempting to play a ball in the space directly above the net is considered an illegal blocker if the ball is attacked or blocked by an opponent into the back-row player while the player is reaching above the height of the net (including simultaneous contact).



Ball Handling

How can we discern legal ball handling
from illegal ball handling?

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The NCAA Women's Rulebook gives an excellent directive for assisting officials with determining legal from illegal ball handling.

Ball Handling Directive Guidelines

Goals of the Ball Handling Directive

- Consistency in ball handling judgment.
 - Only the contact point should be considered when judging legality.
 - Outside influences such as player technique, spin, coaches' expectations or crowd reaction should not be considered when judging the legality of the contact.
 - There is no body/ball position or playing technique that automatically results in illegal contact.
- An increase in continuation of play when judging second ball contacts that are directed to a teammate.
 - A player in good position must play the ball without discernible double contact.
 - Less severe judgment is applied to a contact by a player who makes a challenging or spectacular play.
 - Mishandled balls resulting in a blatant fault should still be called, regardless of the challenging or spectacular nature of the play.

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*The following contacts are
legal methods of ball
handling.*

Legal Ball Handling

14.2.1 Contact of Ball With the Body

The ball may contact any part of the body.

14.2.3 Successive Contacts

14.2.3.1 During blocking or during the team's first hit, successive contacts with various parts of the player's body are permitted in a single attempt to play the ball. Prolonged contact is a fault in these actions.

Legal Ball Handling

ART. 6 ... Simultaneous contact is more than one contact of the ball made at the same instant.

- a. When one player contacts the ball with two or more parts of the body at the same instant, it is permitted and considered one hit (except for a block which does not count as a hit).
- b. When teammates contact the ball at the same instant, it is permitted and considered one hit (except a block which does not count as a hit). Any player may attempt the next hit, provided the simultaneous contact was not the team's third hit.
- c. A "joust" occurs when two opponents cause the ball to come to rest above the net through simultaneous contact. A "joust" is not a fault, and play continues as if the contact was instantaneous.
- d. When opposing players contact the ball at the same instant, the player on the opposite side of the net from which the ball falls shall be considered the player to have touched the ball last. The other player may participate in the next play and the simultaneous contact shall not count as a hit.

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ART. 7 ... Successive contacts of the ball are two or more separate attempts to play the ball by one player with no interrupting contact by a different player between the two plays. A player shall not have successive contacts of the ball unless there is:

- a. Simultaneous contact by teammates;
- b. Simultaneous contact by opposing players;
- c. Successive contacts by a player whose first contact is a block; then the second contact shall count as the first hit by the player's team.

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ART. 8 ... Multiple contacts are more than one contact by a player during one attempt to play the ball. Multiple contacts are permitted only:

- a. When the first ball over the net rebounds from one part of the player's body to one or more other parts in one attempt to block;
- b. On any first team hit, whether or not the ball is touched by the block.

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*The following contacts are
illegal methods of ball
handling.*

Illegal Ball Handling

14.2.2 Caught or Thrown Ball

The ball must be hit cleanly and not caught or thrown. Prolonged contact with the ball is a fault. The ball can rebound in any direction.

14.2.3 Successive Contacts

14.2.3.1 During blocking or during the team's first hit, successive contacts with various parts of the player's body are permitted in a single attempt to play the ball. Prolonged contact is a fault in these actions.

14.2.3.2 During any other team hit, contacting the ball more than once with any part of the body, without an intervening contact by another player, is a fault. (See Ball Handling Directive Guidelines.)

Illegal Ball Handling

14.4 Faults in Playing the Ball

14.4.1 Four Hits

It is a fault when a team contacts the ball four times before returning it to the opponents. (*Exception:* Rule 14.6.2.1.)

14.4.2 Assisted Hit

14.4.2.1 No player may take support from a teammate in order to reach the ball.

It is legal for a player to stop or hold a teammate who is not making a play on the ball in order to prevent a fault.

14.4.2.2 A player may not play the ball while gaining support from the pole, cable, net supports or referee's stand. It is not a fault to play the ball while supported by any other object (for example, chair, team bench, bleacher or wall) if a body part is in contact with the playing surface.

14.4.3 Prolonged Contact

It is a fault when a player does not hit the ball cleanly. (See Rule 14.2.2.)

14.4.4 Double Contact

It is a fault when a player contacts the ball twice in succession, or the ball contacts various parts of the body successively. (See Rule 14.3.1; *Exceptions:* Rule 14.2.3.1, Rule 14.3.3 and Rule 14.6.2.2.)

14.4.5 Illegal Hit

It is a fault when a player in a nonplaying area plays the ball. (See Rule 4.1.2.)

Ball Handling (Rule References)

- NFHS: Rule 9-4; Rule 9-5 Article 1
- NCAAW: Rule 14
- USAV: Rule 9.3

Thanks!

Any questions?

Credits

Special thanks to all the people who made and released these awesome resources for free:

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