



1. **Attack:** to smash the ball into the opponents' court. This is done in a manner where the attacker hits the ball above the height of the net in a downward direction towards the floor.
2. **Attack Block:** try to block an opponent's attack.
3. **Attacker:** the player who smashes the ball to the opponent's court.
4. **Attacking Block:** a block aimed at putting the ball straight down into the attacker's court.
5. **Backhand dig:** low reception of a hard-driven spike using the back of the outstretched hand.
6. **Ball Handling Error:** this is improper handling of the ball as restricted by the rule book. Most common ball handling errors are double hits, throw, and lifts.
7. **Baseline:** a line parallel to the net and 29.5 feet (9 meters) from it.
8. **Block:** to jump in the air and intercept or divert a ball from the opponents' court, using the hands, arms, or upper part of the body. A player who makes a block may touch the ball a second successive time without penalty. The block and subsequent touch count only as one hit. Also known as stuff, roof, wall.
9. **Block cover:** players not participating in the block who cover any ball hit past the block.
10. **Blocker:** a player who takes part in a block. (*See also block*)
11. **Bump pass:** a pass with both arms together where the ball bumps off the forearms. Also known as forearm pass, bump
12. **Center line:** the imaginary line beneath the net that divides the court in two.
13. **Coin toss:** before the warm-up in the first game and before each deciding game, the first referee conducts a coin toss in the presence of the team captains. The winner of the coin toss chooses either: (a) to serve or receive service of the first ball, or (b) the side of the court on which to start the game. The loser takes the remaining alternative.
14. **Combination Play:** an offensive strike involving two or more attack players acting in concert.
15. **Court:** the playing area including the boundary lines





16. Dead Ball: a ball no longer in play.
17. Defensive Player: any player of a team not in possession of the ball.
18. **Dig:** to pass a hard driven ball below the waist, with one or two hands. Normally referring to a pass made close to the floor after a spike. Also known as pass, shovel.
19. **Dink:** a soft hit ball, usually around or over the top of the blockers. A dink is also used effectively to direct the ball to an open hole in the defense near the net.
20. Double Block: a block executed by two players. Also known as wall.
21. Double hit: a foul in which the same player touches the ball twice in succession. A ball hit again by the blocker after his/her block is legal and not considered a double hit.
22. **End Line:** line on each side of the court which marks the back of the court and connects the sidelines. Also known as service line.
23. **First referee:** head official who has control over the match.
24. Floater: a serve that darts in an unpredictable path. The ball has little or no spin. The ball's path is erratic and very difficult to pass. Also known as float serve.
25. **Foot fault:** the penalty incurred when the server's foot touches the playing surface, including the baseline, before contacting the ball, or any other player's foot touches the opposing court.
26. **Forearm pass:** a pass with both arms together where the ball bumps off the forearms. Also known as bump pass, bump. Join your arms from the elbows to the wrists and strike the ball with the fleshy part of your forearms in an underhand motion.
27. **Foul:** any violation of the rules.
28. Free ball: a slow, arcing shot that the receiving team is "free" to attack as it likes.
29. Front-row players: the three players nearest the net, whose official court positions are 2, 3, and 4.
30. Held ball: a foul in which the ball seems to be caught or comes to rest momentarily on any part of a player's body. A ball that comes to rest during contact resulting in a foul.





31. **Hit:** an attack on the ball that occurs normally above the height of the net. Also known as attack, spike.
32. **Hitter:** the player making the hit. Also known as attacker, spiker.
33. **Joust:** two opposing players simultaneously make contact with the ball above the height of the net.
34. **Jump serve:** a serve in which the player tosses the ball into the air and then jumps up and hits the ball as it descends
35. **Libero:** a defensive player who wears a different color jersey and is restricted from hand setting the ball in front of the attack line, serving the ball, and attacking the ball.
36. **Line:** the method used to mark the edge of the court. All lines are in.
37. **Lob pass:** a ball passed in a high arc.
38. **Match:** a predetermined number of games, or sets. In major indoor events, a match usually consists of best of five sets; local matches tend to be best of three sets.
39. **Match point:** when a team is serving and is only 1 point away from winning the game.
40. **Mintonette:** the original name of volleyball. Volleyball was created by William Morgan
41. **Net ball:** a ball that touches the net. If a net ball continues across into the opponents' court, the ball is alive and in play.
42. **Net fault:** an illegal act whereby a player touches the net while the ball is in play. It is not a fault if the contact was caused by the ball's forcing the net into the player's hand or body, or if it was accidentally caused by a player not playing the ball. Also known as netting.
43. **Overhead float serve:** method of serving in which the ball is contacted with the arm above the shoulder.
44. **Overlap:** a foul in which one player is out of position relative to a teammate when the ball is served or when players are out of rotation or in the wrong position during indoor six-man volleyball. Also known as out-of-position.





45. **Pass:** to deliver the ball from one player to another without its touching the floor or any obstruction.
46. **Point:** score given to the team when they win a rally.
47. **Post:** the standard that supports the net.
48. **Rally:** the period from the serve to the end of play; also, a series of contacts in which both teams are able to keep the ball in play.
49. **Rotation:** to advance one position clockwise in the lineup. Rotations begin with the serve and the player moves to the middle back after the subsequent side out. The clockwise movement of players around the court and through the serving position following a side out.
50. **Screen:** an illegal act by the players of the serving team, who position themselves to block the opponents' view of the server.
51. **Second referee:** official who assists the first referee in conducting the match. Also known as umpire.
52. **Serve:** the initiating hit of each rally. The serving team must put the ball into play from behind the endline. The serve must land in the opponents court. Also known as service.
53. **Setter:** the player whose primary responsibility is to get to the ball on the second contact and deliver it to a teammate for the attack.
54. **Smasher:** the more common name for the spiker. He or she is the player whose job it is to complete the attack by hitting the ball across the net on the third touch.
55. **Substitution:** the means by which players may be replaced by other players once the ball is dead. Six substitutions per side are allowed in each set. A substitute may be substituted for in the same set, but, except for injury, only by the player he or she replaced in the first place.
56. **Time-out:** a pause during a set when the players may rest or confer with a coach. Two time-outs are allowed per team per set. Each lasts a maximum of thirty seconds and may be called only when the ball is dead.
57. **Warm-up:** the preparatory exercises each team does before a match.

