

2026-27 Indoor Volleyball

Rules, Application & Interpretation

Clear summary of the Volleyball Canada updates

This guide translates Volleyball Canada's published 2026-27 change summary into clear, on-court language for referees, coaches, athletes and organizations.

AT A GLANCE



Internal Pass / Double Contact

Second-contact overhand finger doubles are not punished when made during one action and the ball stays on the same side.



Ceiling Contact

First or second team contact may remain playable after contacting the ceiling / attached overhead infrastructure above the field of play.



'Tip' Attack

VC clarifies what makes a one-handed tip legal: no push, carry, catch or throw; short contact; straight-line action.



Two-Handed Attacks

VC clarifies how two-handed actions over the net are judged, including the difference between an attack hit and a legal blocking action.



How to use this guide: each topic shows the official VC position first, then a plain-language on-court explanation. The Volleyball Canada rulebook and published change summary remain the governing sources.



Internal Pass / Double Contact

Rule text is unchanged; the application for the second team contact is clarified.



Volleyball Canada states:

During internal passes (second contact), double contacts made with an overhand finger action will not be punished, if made during one action and the ball remains on the same side of the court.

However, double contacts made during completed attack hits (completely crossing the plane of the net or contacting the opponent block) will be called as faults.

VC: Rule text specific to double contact is unchanged.

WHAT THIS MEANS ON COURT

- ✓ **First team contact** Existing first-contact rules remain unchanged.
- ✓ **Second team contact** An overhand finger double during one action is allowed when the ball remains on the same team's side.
- ✓ **Completed attack hit** If that double-contacted ball completely crosses the net plane or contacts the opponent block, it is a fault.



PLAY CONTINUES

- Second team contact.
- Overhand finger action.
- One playing action.
- Ball remains on the same side.



WHISTLE A FAULT

- Second-contact double becomes a completed attack hit.
- Ball completely crosses the net plane, or
- Ball contacts the opponent block.



Key distinction

The change is not that double contacts have disappeared. VC has clarified when a second-contact overhand finger double is not punished, and when that same action becomes a fault.



Ceiling Contact

The rule text changed, and VC now provides a full application / interpretation.

WHAT CHANGED IN RULE 8.4.2?

2025

8.4.2 included **"the ceiling"** as an automatic ball-out contact.

2026

8.4.2 removes **"the ceiling"** from the list of automatic ball-out contacts.

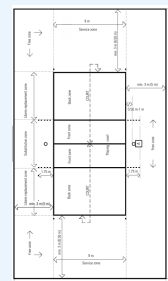
DEFINING "FIELD OF PLAY" FOR THIS GUIDE

FIELD OF PLAY

PLAYING AREA

Playing Area = Playing Court + Free Zone

The Free Zone includes the service zones.
For ceiling-contact application, visualize the **Playing Area** extending vertically upward to the ceiling / overhead structure.



VC 26-27 Rulebook: Diagram 1b, page 66.

HOW TO APPLY IT

PLAY CONTINUES

First or second team hit contacts the ceiling or infrastructure **directly attached to the ceiling** above the Playing Area, and the ball remains available for the same team's next contact.

OUT - OPPONENT COURT

After contacting the ceiling / directly ceiling-attached infrastructure above the Playing Area, the ball rebounds into the opponent's court.

OUT - OUTSIDE PLAYING AREA

The ball contacts the ceiling / ceiling-attached infrastructure at a point that is **not vertically above the Playing Area**.

OUT - WALL / WALL-MOUNTED

The VC ceiling exception applies to the ceiling and infrastructure directly attached to it. For this guide, contact with a **wall or wall-mounted structure** is treated as out.

SCHOOL-GYM EXAMPLE

A basketball backboard / support mounted to a wall remains a wall-mounted object, even if the structure raises upward close to the ceiling. **BUT if it is attached to the ceiling above the Playing Area, then it is considered in play.**

Ball-Handling Interpretations

VC provides additional interpretation for tip attacks and two-handed actions.

'PUSH-CARRY-CATCH-THROW' TIP

TIP

Rule 9.2.2

The ball must not be caught and/or thrown. It can rebound in any direction.

VC explains that a legal tip is a one-handed attack where the ball is not caught or thrown, the direction changes only once during the action, and contact is short in time and distance.

NO

Push / Carry / Catch / Throw

1

ONE HAND

SHORT

SHORT CONTACT

LINE

STRAIGHT LINE

Fault indicators: the ball does not instantly rebound; the hand accompanies the ball; the ball is thrown from the palm; or its direction changes more than once.

TWO HANDED ATTACKS

2H

THE KEY QUESTION: WHERE DID THE BALL COME FROM?

This distinction determines whether the action may be judged as a legal block or as an attack hit.

FROM THE OPPONENT'S SIDE

A ball coming from the opponent's side may be legally blocked.

This includes a ball rebounding off the opponent's block.

FROM YOUR TEAM'S OWN SIDE

A ball coming from a team's own side - including a rebound off its own block - is considered an **attack hit** when directed toward the opponent's court.

Rule 14.1.1 - Blocking

"Blocking is the action of players close to the net to intercept the ball coming from the opponent by reaching higher than the top of the net..."

Plain-language takeaway: A legal blocking action requires the ball to be coming from the opponent. A ball from your own team's side directed toward the opponent's court is an attack hit - not a block.

SEPARATE TWO-HANDED ACTION

A deliberate two-handed attack hit is a fault. A two-handed overhead pass (setting action) sent over the net may be legal; a fault depends on the quality of the contact.