

## CHAPTER ONE

### FACILITIES AND EQUIPMENT

*The playing rules are defined in many ways by the dimensions and geography of the court – never underestimate the importance of the court and its layout in creating the correct playing conditions. The original rules written in 1895 in Holyoake, USA, listed dimensions which were in feet and inches, with court sizes and net heights which were considerably different from those of today. As the game progressed and players became more athletic, moved faster and jumped higher, these dimensions changed to accommodate this and create the conditions for longer rallies and truly **competitive** volleyball. Never forget the watchword of FIVB – keep the ball flying.*

**See Rules**

#### **1. PLAYING AREA**

The playing area includes the playing court and the free zone. It shall be rectangular and symmetrical. 1.1, D.1a, D.1b,

***Tutor Note:** The free zone is as important as the playing court, since the players may play the ball in this area – look at the diagram to see the extent of the free zone. Know their dimensions.*

#### **1.1 DIMENSIONS**

D.2

The playing court is a rectangle measuring 18 x 9 m, surrounded by a free zone which is a minimum of 3 m wide on all sides.

***Tutor Note:** Notice that the lines are **INSIDE** this 18x9 rectangle. Not everyone is aware of this.*

The free playing space is the space above the playing area which is free from any obstructions. The free playing space shall measure a minimum of 7 m in height from the playing surface.

***Tutor Note:** So now we see why the free zone is important - since we wish the ball to fly, the free zone must have the same minimum height clear of obstructions as the playing court itself. I.e. it should form a cube which has no aerial obstructions.*

**For FIVB, World and Official Competitions, the free zone shall measure 5 m from the side lines and 6.5 m from the end lines. The free playing space shall measure a minimum of 12.5 m in height from the playing surface.**

***Tutor Note:** Notice that Continental Championships do not necessarily fall into this category - neither do international club events, unless noted in the Specific Competition Regulations.*

*The reduction in the free zone at the back of the court is to permit the spectators to come closer to the action on court. Players are not allowed to move the advertising boards for extra room to serve.*

## 1.2 PLAYING SURFACE

- 1.2.1 The surface must be flat, horizontal and uniform. It must not present any danger of injury to the players. It is forbidden to play on rough or slippery surfaces.

**Tutor Note:** This is why the free zone stops at the edge of the Taraflex! We cannot have players playing from higher or lower than the court – although this occurred many years ago. The rule has been altered to prevent this.

**For FIVB, World and Official Competitions, only a wooden or synthetic surface is allowed. Any surface must be previously approved by the FIVB.**

- 1.2.2 On indoor courts the surface of the playing court must be of a light colour.

**For FIVB, World and Official Competitions, white colours are required for the lines. Other colours, different from each other, are required for the playing court and the free zone.** 1.1, 1.3

**Tutor Note:** So we have salmon pink or orange for the court and green or teal for the free zone. It helps the decision making and looks good on TV

- 1.2.3 On outdoor courts a slope of 5 mm per metre is allowed for drainage. Court lines made of solid materials are forbidden. 1.3

**Tutor Note:** No raised edges

## 1.3 LINES ON THE COURT D.2

- 1.3.1 All lines are 5 cm wide. They must be of a light colour which is different from the colour of the floor and from any other lines. 1.2.2

**Tutor Note:** Where possible, additional lines should be removed or covered – the international referee should try to ensure the best playing conditions by paying attention to this detail

- 1.3.2 Boundary lines

Two side lines and two end lines mark the playing court. Both side lines and end lines are drawn inside the dimensions of the playing court. 1.1

**Tutor Note:** See earlier comment – this is also why a ball striking the line is IN.

- 1.3.3 Centre line

The axis of the centre line divides the playing court into two equal courts measuring 9 x 9 m each; however the entire width of the line is considered to belong to both courts equally. This line extends beneath the net from side line to side line. D.2

**Tutor Note:** So standing on the centre line during play is not a fault. But standing with a foot partly on the opponent's court during service IS a fault,

because this player would not be entirely within his own court (see distinction between “playing court” - 18x9m - and “court” – 9x9 m

#### 1.3.4 Attack line

On each court, an attack line, whose rear edge is drawn 3 m back from the axis of the centre line, marks the front zone. 1.3.3, 1.4.1

**Tutor Note:** i.e. From the centre of the centre line to the rear edge of the attack line is 3 metres. **Hence it is very important when laying the court to get the centre line as exact as possible. In addition, if the diagonals are correct, then the court is automatically squared off.**

For FIVB, World and Official Competitions, the attack line is extended by the addition of broken lines from the side lines, with five 15 cm short lines 5 cm wide, drawn 20 cm from each other to a total length of 1.75 m. The “coach’s restriction line” (a broken line which extends from the attack line to the end line of the court, parallel to the side line and 1.75 metres from it) is composed of 15 cm short lines drawn 20 cm apart to mark the limit of the coach’s area of operation. D.2

**Tutor Note:** There should be a 20 cm gap between the extension of the attack line and the first of the 15 cm lines which mark the coach’s restriction line – these two limiting lines should not be joined as this would make it difficult for the referees to distinguish clearly the legal from the illegal back line attack made from the junction of the lines.

### 1.4 ZONES AND AREAS

D.1b, D.2

#### 1.4.1 Front zone

19.3.1.4,  
23.3.2.3e  
D.2

On each court the front zone is limited by the axis of the centre line and the rear edge of the attack line. 1.3.3, 1.3.4,  
19.3.1.4,  
23.3.2.3e

The front zone is considered to extend beyond the side lines to the end of the free zone. 1.1, 1.3.2

**Tutor Note:** (In practice this means to the advertising boards on one side of the court and the edge of the Taraflex/ Mondo flooring on the scorer’s side.)  
**Players benches should be OUTSIDE the FREE ZONE**

#### 1.4.2 Service zone

The service zone is a 9 m wide area behind each end line.

It is laterally limited by two short lines, each 15 cm long, drawn 20 cm behind the end line as an extension of the side lines. Both short lines are included in the width of the service zone. 1.3.2, 12,  
D.1b

**Tutor Note:** A player who is serving may stand on but not over this small line, in but not beyond the space between the line and the end of the court. The position of the ball is irrelevant – it may be inside or outside the service zone, even above the court.

In depth, the service zone extends to the end of the free zone. 1.1

**Tutor Note:** In practice this is to the advertising boards or to the edge of the Taraflex/ Mondo flooring. **Players should not be allowed to move the advertising boards to give themselves more room.**

#### 1.4.3 Substitution zone

The substitution zone is limited by the extension of both attack lines up to the scorer's table. 1.3.4, 15.6.1, D.1b

**Tutor Note:** As the new substitution procedure becomes the norm, then this extended line becomes more important – since the scorer is empowered to acknowledge the substitution request as soon as a player steps over the line, when the ball is out of play and before the whistle for service.

#### 1.4.4 Libero Replacement zone

The Libero Replacement zone is part of the free zone on the side of the team benches, limited by the extension of the attack line up to the end line. 19.3.2.7, D.1b

**Tutor Note:** This formalises the Libero replacements to occur only through this zone, and not through the substitution zone, back line or any other way.

#### 1.4.5 Warm-up area

**For FIVB, World and Official Competitions, the warm-up areas, sized approximately 3 x 3 m, are located in both of the bench-side corners, outside the free zone.** 24.2.5 D.1a, D.1b

**Tutor Note:** The warm up areas must be OUTSIDE the free zone. Where space is tight, these areas may be reduced slightly in size, since the term “approximately” is included for this reason, acknowledging that sports halls are often not able to accommodate the required dimensions.

#### 1.4.6 Penalty area

A penalty area, sized approximately 1 x 1 m and equipped with two chairs, is located in the control area, outside the prolongation of each end line. They may be limited by a 5 cm wide red line. 21.3.2.1, D.1a, D.1b

**Tutor Note:** Sometimes referees will find these chairs and the Penalty area situated in the wrong place. The organiser should be requested to move them to the correct place: **their function is to prevent the expelled team member from performing his/ her function.**

## 1.5 TEMPERATURE

The minimum temperature shall not be below 10° C (50° F).

**For FIVB, World and Official Competitions, the maximum temperature shall not be higher than 25° C (77° F) and the minimum not lower than 16° C (61° F).**

***Tutor Note:** In international events the Game Jury President will decide what to do if these maxima are exceeded.*

## 1.6 LIGHTING

**For FIVB, World and Official Competitions, the lighting on the playing area should be 1000 to 1500 lux measured at 1 m above the surface of the playing area.** 1.

***Tutor Note:** The better the lighting the better everyone can see - especially the refereeing corps.*

## 2. NET AND POSTS

D.3

### 2.1 HEIGHT OF THE NET

2.1.1 Placed vertically over the centre line there is a net whose top is set at the height of 2.43 m for men and 2.24 m for women. 1.3.3

2.1.2 Its height is measured from the centre of the playing court. The net height (over the two side lines) must be exactly the same and must not exceed the official height by more than 2 cm. 1.1, 1.3.2, 2.1.1

### 2.2 STRUCTURE

The net is 1 m wide and 9.50 to 10 metres long (with 25 to 50 cm on each side of the side bands), made of 10 cm square black mesh. D.3

**For FIVB, World and Official Competitions, in conjunction with specific competition regulations, the mesh may be modified to facilitate advertising according to marketing agreements.**

***Tutor Note:** It is important that conditions for both teams are exactly the same, and with the possibility now for advertising on the mesh it is important for commercial and image reasons that exactly the same net dimensions show on each side of the net. Any modification to mesh size must also be reflected in the warm up courts so that the rebound characteristics are the same as in the Competition Court.*

At its top a horizontal band, 7 cm wide, made of two-fold white canvas, is sewn along its full length. Each extreme end of the band has a hole, through which passes a cord, fastening the band to the posts for keeping its top taut.

Within the band, a flexible cable fastens the net to the posts and keeps its top taut.

At the bottom of the net there is another horizontal band, 5cm wide, similar to the top band, through which is threaded a rope. This rope fastens the net to the posts and keeps its lower part taut.

## 2.3 SIDE BANDS

Two white bands are fastened vertically to the net and placed directly above each side line. 1.3.2, D.3

They are 5 cm wide and 1 m long and are considered as part of the net.

## 2.4 ANTENNAE

An antenna is a flexible rod, 1.80 m long and 10 mm in diameter, made of fibreglass or similar material.

An antenna is fastened at the outer edge of each side band. The antennae are placed on opposite sides of the net. 2.3, D.3

**Tutor Note:** See the earlier comment about teams having exactly the same conditions. As the referee looks at the net, the antenna on the left and the white tape must be on *THIS* side; the antenna and tape on the referee's right must be on the opposite side. In this way the courts are identical.

The top 80 cm of each antenna extends above the net and is marked with 10 cm stripes of contrasting colour, preferably red and white.

**Tutor Note:** *The bottom metre of the antenna does not have to be red and white, but it is not a mistake if they are or are not.*

The antennae are considered as part of the net and laterally delimit the crossing space. 10.1.1, D.3, D.5a, D5b

**Tutor Note:** *The antenna is therefore not an outside object.*

## 2.5 POSTS

2.5.1 The posts supporting the net are placed at a distance of 0.50 -1.00 m outside the side lines. They are 2.55 m high and preferably adjustable. D.3

**Tutor Note:** *Should the distance from the court be too large, the net loses tension and many disputed net faults may result.*

**For all FIVB, World and Official Competitions, the posts supporting the net are placed at a distance of 1 m outside the side lines.**

2.5.2 The posts are rounded and smooth, fixed to the ground without wires. There shall be no dangerous or obstructing devices.

**Tutor Note:** *Where possible both the posts and the referees chair should be*

*padded to avoid injury*

## 2.6 ADDITIONAL EQUIPMENT

All additional equipment is determined by FIVB regulations.

## 3. BALLS

### 3.1 STANDARDS

The ball shall be spherical, made of a flexible leather or synthetic leather case with a bladder inside, made of rubber or a similar material.

Its colour may be a uniform light colour or a combination of colours.

Synthetic leather material and colour combinations of balls used in international official competitions should comply with FIVB standards.

Its circumference is 65-67 cm and its weight is 260-280 g.

Its inside pressure shall be 0.30 to 0.325 kg/cm<sup>2</sup> (4.26 to 4.61 psi) (294.3 to 318.82 mbar or hPa).

### 3.2 UNIFORMITY OF BALLS

All balls used in a match must have the same standards regarding 3.1 circumference, weight, pressure, type, colour, etc.

**Tutor Note:** *Referees must check the balls before the match and sign at the stamp – therefore only FIVB homologated balls may be used (unless subject to a commercial agreement by FIVB, or for testing purposes.)*

**FIVB, World and Official Competitions, as well as National or League Championships, must be played with FIVB approved balls, unless by agreement of FIVB.**

### 3.3 FIVE-BALL SYSTEM

For FIVB, World and Official Competitions, **five** balls shall be used. In this case, six ball retrievers are stationed, one at each corner of the free zone and one behind each referee. D.10

**Tutor Note:** *With this modification all five balls are in circulation during the match. Referees need to check the Refereeing Guidelines and Instructions to see when and how the balls are put into play with the latest Protocol.*

## CHAPTER TWO

## PARTICIPANTS

## 4. TEAMS

## 4.1 TEAM COMPOSITION

4.1.1. For the match, a team may consist of up to 12 players, plus 5.2, 5.3

\* Coaching Staff: one coach, **a maximum of two assistant coaches**,

\* Medical Staff: one **team therapist** and one medical doctor.

Only those listed on the score sheet may normally enter the Competition/ Control Area and take part in the official warm up and in the match.

**For FIVB, World and Official competitions for Seniors, up to 14 players may be recorded on the score sheet and play in a match. The maximum five staff members on the bench (including the coach) are chosen by the coach him/herself but must be listed on the score sheet, and be registered on the O-2(bis).**

**For FIVB, World and Official Competitions, a medical doctor and team therapist **should be part of the Delegation and accredited beforehand by the FIVB. However, for FIVB, World and Official Competitions for Seniors, if they are not included as members of the five on the team bench, they must sit against the delimitation fence, inside the Competition-Control Area and may only intervene if invited by the referees to deal with an emergency to the players. The team therapist (even if not on the bench) may assist with the warm up until the start of the official net warm up session.**** D1 7.2.1

4.1.2 One of the players, other than the Libero, is the team captain, who shall be indicated on the score sheet. 5.1, 19.1.3

4.1.3 Only the players recorded on the score sheet may enter the court and play in the match. Once the coach and the team captain have signed the score sheet, (team list for electronic score sheet) the recorded players cannot be changed. 1, 4.1.1, 5.1.1, 5.2.2

***Tutor Note:*** NO additional players or Coaches or Statisticians may enter the court or Free zone to assist with the Team's preparation for the match. Only those recorded on the score sheet (and the Therapist, if not on the score sheet) may do this in certain Senior FIVB events! Politely request to the Coach that the extra persons leave the court and free Zone immediately.

## 4.2 LOCATION OF THE TEAM

4.2.1 The players not in play should either sit on their team bench or be in their warm-up area. The coach and other team members sit on the bench, but may temporarily leave it. 1.4.5, 5.2.3, 7.3.3

***Tutor Note:*** The referee should ***not*** insist that players stand. In the warm up area, players may stand or sit or lie down or do gymnastic exercises – they should not have access to balls or sit on chairs or other objects. Players may not stand behind the team bench or spectate in the free zone in front of the



team bench.

The benches for the teams are located beside the scorer's table, D.1a, D.1b outside the free zone.

**Tutor Note:** Notice that the substitutes' benches are placed OUTSIDE the free zone and hence are perhaps off the Taraflex – they are also situated further back from the net than the attack line: see diagrams 1.

- 4.2.2 Only the team composition members are permitted to sit on the bench during the match and to participate in the official warm-up session. 4.1.1, 7.2

**Tutor Note:** i.e. anyone not on the score sheet may not be on the bench. Players thus injured from a previous match should not be on the score sheet or on the bench, but should sit instead on the spectator area. Players injured during the match should be permitted to sit on the bench, but if unable to sit there should not be permitted to sit in front of the team bench since this will create an obstruction and a potential danger.

- 4.2.3 Players not in play may warm-up without balls as follows:

- 4.2.3.1 during play: in the warm-up areas; 1.4.5, 8.1, D.1a, D.1b

- 4.2.3.2 during time-outs and technical time-outs: in the free zone behind their court. 1.3.3, 15.4

**Tutor Note:** It has become a habit over the years for players to jog across the free zone at the back of their court during time outs – this should be permitted since it is good physiological practice.

- 4.2.4 During set intervals, players may warm-up using balls within their own free zone. **During the extended interval between sets 2 and 3 (if used), players may use their own court as well.** 18.1

**Tutor Note:** i.e. their OWN Free Zone and own court

#### 4.3 EQUIPMENT

A player's equipment consists of a jersey, shorts, socks (the uniform) and sport shoes.

- 4.3.1 The colour and the design for the jerseys, shorts and socks must be uniform for the team (*except for the Libero*). The uniforms must be clean. 4.1, 19.2

**Tutor Note:** The Libero uniform should be a combination of colours which contrasts with that of the rest of the team

- 4.3.2 The shoes must be light and pliable with rubber or composite soles without heels.

***Tutor Note: The requirement to have identical or similar shoes for the team has been rescinded, since it limited players' commercial opportunities or podiatry requirements***

- 4.3.3 Players' jerseys must be numbered from 1 to 20. 4.3.3.2

***Tutor Note: This is a consequence of the FIVB decision to allow a second Libero on the team roster. (see later)***

- 4.3.3.1 The number must be placed on the jersey at the centre of the front and of the back. The colour and brightness of the numbers must contrast with the colour and brightness of the jerseys.

- 4.3.3.2 The number must be a minimum of 15 cm in height on the chest, and a minimum of 20 cm in height on the back. The stripe forming the numbers shall be a minimum of 2 cm in width.

***Tutor Note: If this is not the case, many mistakes will result – the checking of the players on court at the beginning of the sets will be at risk and positional faults may be missed or called incorrectly***

***For FIVB World and Official Competitions, the player's number shall be repeated on the right leg of the shorts. The number must be of 4 to 6 cm in height and the stripe forming the numbers shall be a minimum of 1 cm in width. Jerseys and shorts should comply with FIVB standards. This is no longer a rule – but will feature in. the specific competition regulations for certain events***

***It is not important if the player pushes up his/her sleeve to the shoulder since there is no longer a number on the sleeve. But FIVB standards insist on short sleeves for uniforms***

- 4.3.4 The team captain must have on his/her jersey a stripe of 8 x 2 cm underlining the number on the chest. 5.1

***Tutor Note: Insist on this stripe being present – it should be checked and corrected if necessary at the Preliminary Inquiry.***

- 4.3.5 It is forbidden to wear uniforms of a colour different from that of the other players (except for the Liberos), and/or without official numbers. 19.2

#### **4.4 CHANGE OF EQUIPMENT**

The 1st referee may authorize one or more players: 23

- 4.4.1 to play barefoot;

***Tutor Note: For FIVB World and Official Competitions it is forbidden to play barefoot. Again, removed from the text because it reverts to the Handbook for Specific Competitions.***

- 4.4.2 to change wet or damaged uniforms between sets or after substitution, provided that the colour, design and number of the new uniform(s) are the same; 4.3, 15.5

***Tutor Note: Players should use the changing huts provided***

- 4.4.3 to play in training suits in cold weather, provided that they are of the same colour and design for the whole team (except for the Liberos) and numbered according to Rule 4.3.3. 4.1.1, 19.2

**Tutor Note:** (i.e. all numbers should be according to the rule).

## 4.5 FORBIDDEN OBJECTS

- 4.5.1 It is forbidden to wear objects which may cause injury or give an artificial advantage to the player.

**Tutor Note:** Plaster casts or special gloves with metal inserts are therefore not permitted – due to injury risk or artificial advantage. Take care too about extended forearm padding which might create an advantage.

- 4.5.2 Players may wear glasses or lenses at their own risk.

- 4.5.3 Compression pads (padded injury protection devices) may be worn for protection or support.

**For FIVB, World and Official competitions for Seniors, these devices must be of the same colour as the corresponding part of the uniform.**

## 5. TEAM LEADERS

Both the team captain and the coach are responsible for the conduct and discipline of their team members. 20.

**Tutor Note:** This does not mean the captain is penalised because of the bad behaviour of a team mate! But the captain will be expected to exert some degree of control on the behaviour of his/her team

The Liberos cannot be either team or game captain.

**Tutor Note:** The Libero can be the coach, and the Captain can relinquish his/her position as captain in order to be re-designated as the Libero if the original Libero is injured.

### 5.1 CAPTAIN

- 5.1.1 PRIOR TO THE MATCH, the team captain signs the score sheet and represents his/her team in the toss. 7.1, 25.2.1.1

**Tutor Note:** This is done at different times depending upon which protocol is being used

5.1.2	DURING THE MATCH and while on the court, the team captain is the game captain. When the team captain is not on the court, the coach or the team captain must assign another player on the court, but not the Libero, to assume the role of game captain. This game captain maintains his/her responsibilities until he/she is substituted, or the team captain returns to play, or the set ends.  When the ball is out of play, only the game captain is authorized to speak to the referees:	15.2.1  8.2
5.1.2.1	to ask for an explanation on the application or interpretation of the Rules, and also to submit the requests or questions of his/her teammates. If the game captain does not agree with the explanation of the 1 <sup>st</sup> referee, he/she may choose to protest against such decision and immediately indicates to the 1 <sup>st</sup> referee that he/she reserves the right to record an official protest on the score sheet at the end of the match;  <b><i>Tutor Note:</i></b> <i>the team captain if on the bench has no such rights!</i>	23.2.4
5.1.2.2	to ask authorization: a) to change all or part of the equipment, b) to verify the positions of the teams,  <b><i>Tutor Note:</i></b> <i>(but no details about the opponent team can be given, <u>except if their positions are correct or not</u>)</i> c) to check the floor, the net, the ball, etc.;	4.3, 4.4.2 7.4, 7.6  1.2, 2, 3.
5.1.2.3	in the absence of the coach to request time-outs and substitutions.	15.3.1, 15.4.1, 15.5.2
5.1.3	AT THE END OF THE MATCH, the team captain:	6.3
5.1.3.1	thanks the referees and signs the score sheet to ratify the result;	25.2.3.3
5.1.3.2	may, when it has been notified in due time to the 1 <sup>st</sup> referee, confirm and record on the score sheet an official protest regarding the referee's application or interpretation of the rules.  <b><i>Tutor Note:</i></b> <i>(Protests must be about events or interpretations not opinions about the quality of the officials' performance)</i>	5.1.2.1, 25.2.3.2
<b>5.2</b>	<b>COACH</b>	
5.2.1	Throughout the match, the coach conducts the play of his/her team from outside the playing court. He/she selects the starting line-ups, the substitutes, and takes time-outs. In these functions his/her contacting official is the 2 <sup>nd</sup> referee.	1.1, 7.3.2, 15.4.1, 15.5.2
5.2.2	PRIOR TO THE MATCH, the coach records or checks the names and numbers of his/her players on the score sheet, and then signs it.  <b><i>Tutor Note:</i></b> <i>Wise referees may also wish to check the score sheet prior to the</i>	4.1, 19.1.3, 25.2.1.1

### *coach and captain signing*

- 5.2.3 DURING THE MATCH, the coach:
- 5.2.3.1 prior to each set, gives the 2<sup>nd</sup> referee or the scorer the line-up sheet(s) duly filled in and signed; 7.3.2, 7.4, 7.6  
***Tutor Note:** (i.e. a NEW line up sheet must be submitted before each set. Often duplicates are requested – these should be checked for accuracy.)*
- 5.2.3.2 sits on the team bench nearest to the scorer, but may leave it; 4.2
- 5.2.3.3 requests time-outs and substitutions; 15.4, 15.5  
***Tutor Note:** (see the new substitution procedure – however, in case of injury, the coach would still have to request a substitution, hence this is still in the text)*
- 5.2.3.4 may, as well as other team members, give instructions to the players on the court. The coach may give these instructions while standing or walking within the free zone in front of his/her team's bench from the extension of the attack line up to the warm-up area, without disturbing or delaying the match. 1.3.4, 1.4.5, D1a, D1b, D2

**For FIVB, World and Official Competitions, the coach is restricted to performing his/her function behind the coach's restriction line.**

***Tutor Note:** Where there is no restriction line, the coaches should still be discouraged from going close to the side line, because they can be in the way of the line judge/ referees' ability to see line balls or touches.*

### **5.3 ASSISTANT COACH**

- 5.3.1 The assistant coach sits on the team bench, but has no right to intervene in the match.
- 5.3.2 Should the coach have to leave his/her team for any reason including sanction, but excluding entering the court as a player, an assistant coach may assume the coach's functions for the duration of the absence, once confirmed to the referee by the game captain. 5.1.2, 5.2  
***Tutor Note:** This is not automatic because in the Team hierarchy the Game captain may not want the assistant Coach to take over this.*

## **CHAPTER THREE**

### **PLAYING FORMAT**

#### **6. TO SCORE A POINT, TO WIN A SET AND THE MATCH**

##### **6.1 TO SCORE A POINT**

###### **6.1.1 Point**

A team scores a point:

- 6.1.1.1 by successfully grounding the ball on the opponent's court; 8.3, 10.1.1
- 6.1.1.2 when the opponent team commits a fault; 6.1.2
- 6.1.1.3 when the opponent team receives a penalty. 16.2.3, 21.3.1
- 6.1.2 Fault
- A team commits a fault by making a playing action contrary to the rules (or by violating them in some other way). The referees judge the faults and determine the consequences according to the rules:
- Tutor Note:** *It is important that the fault is SEEN and not just suspected or the final decision is not influenced by other opinions with vested interests in the outcome. However, remember that the referee takes in information from a variety of sources, evaluates these bits of information and makes a decision based upon all the facts. And in order to see the incident clearly, the referee must have a stable and stationary eye platform – achieved by getting into the correct optical position to judge -with the eyes about 50 cm above the net.*
- 6.1.2.1 if two or more faults are committed successively, only the first one is counted;
- 6.1.2.2 if two or more faults are committed by opponents simultaneously, a DOUBLE FAULT is called and the rally is replayed. 6.1.2, D.11 (23)
- Tutor Note:** *It is vital therefore that the referee whistles at the moment of the fault and does not delay – or further faults may occur and create confusion*
- 6.1.3 Rally and completed rally
- A **rally** is the sequence of playing actions from the moment of the service hit by the server until the ball is out of play. A **completed rally** is the sequence of playing actions which results in the award of a point. **This includes the award of a penalty and loss of service for serving faults out-with the time limit.** 8.1, 8.2, 12.2.2.1, 12.4.4, 15.2.3, 15.11.1.3, 19.3.2.1, 19.3.2.9, 21.3.1
- Tutor Note:** *This defines the point at which substitutions MAY be accepted or Time outs called, or Libero replacements legitimately made. If a rally is interrupted, therefore, there can be no Time out or substitution or Libero replacement before it is replayed and COMPLETED.*
- 6.1.3.1 If the serving team wins a rally, it scores a point and continues to serve.
- 6.1.3.2 If the receiving team wins a rally, it scores a point and it must serve next.
- Tutor Note:** *Remember that it must rotate one position to do this – and this is one of the key aspects of volleyball which make it special: everyone must serve.*

<b>6.2</b>	<b>TO WIN A SET</b>	D.11 (9)
	A set (except the deciding 5th set) is won by the team which first scores 25 points with a minimum lead of two points. In the case of a 24-24 tie, play is continued until a two-point lead is achieved (26-24; 27-25; ...).	6.3.2
<b>6.3</b>	<b>TO WIN THE MATCH</b>	D.11 (9)
6.3.1	The match is won by the team that wins three sets.	6.2
6.3.2	In the case of a 2-2 tie, the deciding 5 <sup>th</sup> set is played to 15 points with a minimum lead of 2 points.	7.1
<b>6.4</b>	<b>DEFAULT AND INCOMPLETE TEAM</b>	
6.4.1	If a team refuses to play after being summoned to do so, it is declared in default and forfeits the match with the result 0-3 for the match and 0-25 for each set.	6.2, 6.3
6.4.2	A team that, without justifiable reason, does not appear on the playing court on time is declared in default with the same result as in Rule 6.4.1.	
6.4.3	A team that is declared INCOMPLETE for the set or for the match, loses the set or the match. The opponent team is given the points, or the points and the sets, needed to win the set or the match. The incomplete team keeps its points and sets.	6.2, 6.3, 7.3.1
<b>7.</b>	<b>STRUCTURE OF PLAY</b>	
<b>7.1</b>	<b>THE TOSS</b>	
	Before the match, the 1 <sup>st</sup> referee carries out a toss to decide upon the first service and the sides of the court in the first set.	12.1.1
	If a deciding set is to be played, a new toss will be carried out.	6.3.2
7.1.1	The toss is taken in the presence of the two team captains.	5.1
7.1.2	The winner of the toss chooses: EITHER	
7.1.2.1	the right to serve or to receive the service, OR	12.1.1
7.1.2.2	the side of the court. The loser takes the remaining choice.	
<b>7.2</b>	<b>OFFICIAL WARM-UP SESSION</b>	
7.2.1	Prior to the match, if the teams have previously had a playing court <b>exclusively</b> at their disposal, they are entitled to a 6-minute official warm-up period together at the net; if not, they may have 10 minutes. <b>For FIVB, World and Official competitions, teams will be entitled to a 10 minute warm up period together at the net.</b> <i>Tutor Note: This "gentlemen's agreement" assumes that the teams will</i>	

*behave themselves, and will not attempt to spike at the opponents – nevertheless referees must be vigilant. They are in control, not the teams. Members of the team coaching staff must not enter the playing court wearing outdoor shoes. Nor may additional coaches enter the playing area – this is only for the 12 players and 4 team officials, and this does not include team statisticians or additional staff. The time allowed includes the time for service practice. There is a special case in certain FIVB events for Seniors where the Therapist, even if not on the bench, may assist until the start of the net warm up session.*

*Remark: Most of the referees help the teams in indicating to the coaches the last two minutes of the warm-up time.*

- 7.2.2 If either captain requests separate (consecutive) official warm-ups at the net, the teams are allowed 3 minutes each or 5 minutes each. 7.2.1

**Tutor Note:** *Separate (consecutive) warm ups means that the team has the entire net and playing court at their disposal.*

- 7.2.3 In the case of consecutive official warm-ups, the team that has the first service takes the first turn at the net 7.1.2.1, 7.2.2

**Tutor Note:** *They have the right to all the balls provided for them by the organiser for warm up. Meanwhile the other team may warm up at the back of the court. It is important therefore BEFORE the toss for the referee to ascertain if either team wishes a separate warm up at the net.*

### 7.3 TEAM STARTING LINE-UP

- 7.3.1 There must always be six players per team in play. 6.4.3

The team's starting line-up indicates the rotational order of the players on the court. This order must be maintained throughout the set. 7.6

**Tutor Note:** *Starting line up means exactly that – these are the actual positions of the players. This must match the O-4 form (or equivalent) being completed by the Jury President.*

- 7.3.2 Before the start of each set, the coach has to present the starting line-up of his/her team on a line-up sheet. The sheet is submitted, duly filled in and signed, to the 2<sup>nd</sup> referee or the scorer. 5.2.3.1, 24.3.1, 25.2.1.2

**Tutor Note:** *Often three copies are made – these are presented to the Game Jury President, who should check they are identical, before allowing them to pass to the scorer and VIS or TV.*

- 7.3.3 The players who are not in the starting line-up of a set are the substitutes for that set (except the Liberos). 7.3.2, 15.5,

- 7.3.4 Once the line-up sheet has been delivered to the 2<sup>nd</sup> referee or scorer, no change in the line-up may be authorized without a regular substitution. 15.2.2, 15.5, D11(5)



- 7.3.5 Discrepancies between players' position on court and on the line-up sheet are dealt with as follows: 24.3.1
- 7.3.5.1 when such a discrepancy is discovered before the start of the set, players' positions must be rectified according to those on the line-up sheet - there will be no sanction; 7.3.2
- Tutor Note:*** *(Both the second referee and scorer must check for each team that the players' names and numbers match the score sheet and match the players (ALL SIX OF THEM ) on the court.)*
- 7.3.5.2 when, before the start of the set, any player on court is found not to be registered on the line-up sheet of that set, this player must be changed to conform to the line-up sheet - there will be no sanction; 7.3.2
- 7.3.5.3 however, if the coach wishes to keep such non-recorded player(s) on the court, he/she has to request regular substitution(s), by use of the corresponding hand signal, which will then be recorded on the score sheet. 15.2.2, D11(5)
- If a discrepancy between players' positions and the line-up sheet is discovered later, the team at fault must revert to the correct positions. The opponent's points remain valid and in addition they receive a point and the next service. All points scored by the team at fault from the exact moment of the fault up to the discovery of the fault are cancelled.
- 7.3.5.4 Where a player is found to be on court but he/she is not registered on the score sheet list of players, the opponent's points remain valid, and in addition they gain a point and service. The team at fault will lose all points and/ or sets (0:25, if necessary) gained from the moment the non-registered player entered the court, and will have to submit a revised line-up sheet and send a new registered player into the court, in the position of the non-registered player. 6.1.2, 7.3.2

## 7.4 POSITIONS

D.4

At the moment the ball is hit by the server, each team must be positioned within its own court in the rotational order (except the server). 7.6.1, 8.1, 12.4

- 7.4.1 The positions of the players are numbered as follows:
- 7.4.1.1 the three players along the net are front-row players and occupy positions 4 (front-left), 3 (front-centre) and 2 (front-right);
- 7.4.1.2 the other three are back-row players occupying positions 5 (back-left), 6 (back-centre) and 1 (back-right).
- 7.4.2 Relative positions between players:
- 7.4.2.1 each back-row player must be positioned further back from the centre line than the corresponding front-row player;
- 7.4.2.2 the front-row players and the back-row players, respectively, must be positioned laterally in the order indicated in Rule 7.4.1.

- 7.4.3 The positions of players are determined and controlled according to the positions of their feet contacting the ground as follows: D.4
- 7.4.3.1 each front-row player must have at least a part of his/her foot closer to the centre line than the feet of the corresponding back-row player; 1.3.3
- 7.4.3.2 each right (left) side player must have at least a part of his/her foot closer to the right (left) sideline than the feet of the centre player in that row. 1.3.2

**Tutor Note:** *In other words we have two rows of three and three rows of two – and diagonal relationships are not important.*

- 7.4.4 After the service hit, the players may move around and occupy any position on their court and the free zone.

## 7.5 POSITIONAL FAULT

D.4,  
D.11(13)

- 7.5.1 The team commits a positional fault, if any player is not in his/her correct position at the moment the ball is hit by the server. This includes when a player is on court through illegal substitution. 7.3, 7.4  
15.9

**Tutor Note:** *The first referee looks only at the serving team; the second referee looks only at the receiving team – and must never see the serve!*

- 7.5.2 If the server commits a serving fault at the moment of the service hit, the server's fault is counted before a positional fault. 12.4, 12.7.1
- 7.5.3 If the service becomes faulty after the service hit, it is the positional fault that will be counted. 12.7.2
- 7.5.4 A positional fault leads to the following consequences:
- 7.5.4.1 the team is sanctioned with a point and service to the opponent; 6.1.3
- 7.5.4.2 players' positions must be rectified. 7.3, 7.4

## 7.6 ROTATION

- 7.6.1 The rotational order is determined by the team's starting line-up and controlled with the service order and players' positions throughout the set. 7.3.1, 7.4.1,  
12.2
- 7.6.2 When the receiving team has gained the right to serve, its players rotate one position clock-wise: the player in position 2 rotates to position 1 to serve, the player in position 1 rotates to position 6, etc. 12.2.2.2

## 7.7 ROTATIONAL FAULT

D.11 (13)

- 7.7.1 A rotational fault is committed when the SERVICE is not made according to the rotational order. It leads to the following consequences **in order**: 7.6.1, 12

**Tutor Note:** *This is usually identified by the scorer pressing the buzzer. It leads to the following consequences in order:*

**Tutor Note:** *This is the SEQUENCE of actions.....by having a set routine it may*

*assist the scorer and may be better for the e-score software.*

- 7.7.1.1 the team is sanctioned with a point and service to the opponent; 6.1.3
- 7.7.1.2 the players' rotational order must be rectified. 7.6.1
- 7.7.2 Additionally, the scorer should determine the exact moment when the fault was committed, and all points scored subsequently by the team at fault must be cancelled. The opponent's points remain valid. 25.2.2.2

**Tutor Note:** *The scorer must press the buzzer the FIRST TIME it occurs and the INSTANT it occurs in order to be fair to both teams – i.e. the scorer must not give any indication before the wrong player serves*

If that moment cannot be determined, no point(s) cancellation takes place, and a point and service to the opponent is the only sanction. 6.1.3

**Tutor Note:** *The score sheet is the official record in the match – if it cannot be determined from the score sheet the details of when the fault was committed, then the procedure outlined above must be the course of action..*

## CHAPTER FOUR

### PLAYING ACTIONS

#### 8. STATES OF PLAY

##### 8.1 BALL IN PLAY

The ball is in play from the moment of the hit of the service authorized by the 1st referee. 12, 12.3

##### 8.2 BALL OUT OF PLAY

The ball is out of play at the moment of the fault which is whistled by one of the referees; in the absence of a fault, at the moment of the whistle.

##### 8.3 BALL "IN"

D11 (14),  
D12 (1)

**The ball is "in" if at any moment of its contact with the floor, some part of the ball touches the court, including the boundary lines.** 1.1, 1.3.2

##### 8.4 BALL "OUT"

The ball is "out" when:

- 8.4.1 the part of the ball which makes contact with the floor is completely outside the boundary lines; 1.3.2, D11(15)  
D12 (2)

**Tutor Note:** *A ball over the line but not touching it is "out" – notice the line judge signal is OUT, D12 (2) - but take care that the ball does flatten considerably as it hits the floor.) As the ball is travelling very fast, a Line judge tracking the ball will be late and the tendency is to estimate the ball as OUT –*

however, a stop-frame image would show IN. The solution is to anticipate the landing point and not to try and follow the ball.

- |       |   |                                     |
|-------|---|-------------------------------------|
| 8.4.2 | it touches an object outside the court, the ceiling or a person out of play;  | D11(15),<br>D12 (4)                 |
|       | <i><b>Tutor Note:</b> Notice the line judge signal is WAVE and POINT D12 (4)</i>  |                                     |
| 8.4.3 | it touches the antennae, ropes, posts or the net itself outside the side bands;   | 2.3, D3, D5a,<br>D11(15),<br>D12(4) |
|       | <i><b>Tutor Note:</b> Notice the line judge signal is WAVE and POINT D12 (4)</i>  |                                     |
| 8.4.4 | it crosses the vertical plane of the net either partially or totally outside the crossing space, except in the case of Rule 10.1.2;                                   | 2.3, D.5a,<br>D11(15),<br>D12(4)    |
|       | <i><b>Tutor Note:</b> Notice the line judge signal is WAVE and POINT but only when the ball returns incorrectly <u>inside</u> the antennae. D12 (4)</i>               |                                     |
| 8.4.5 | it crosses completely the lower space under the net.  | 23.3.2.3f,<br>D5a,<br>D11 (22)      |
|       | <i><b>Tutor Note:</b> POINT with one finger, don't "paint" with all the fingers. This is the single time that a referee should use a pointing finger for a signal</i> |                                     |

## 9. PLAYING THE BALL

Each team must play within its own playing area and space (except Rule 10.1.2). The ball may, however, be retrieved from beyond the free zone.

### 9.1 TEAM HITS

A hit is any contact with the ball by a player in play. 14.4.1

The team is entitled to a maximum of three hits (in addition to blocking), for returning the ball. If more are used, the team commits the fault of "FOUR HITS".

#### 9.1.1 CONSECUTIVE CONTACTS

A player may not hit the ball two times consecutively (*except Rules 9.2.3, 14.2 and 14.4.2*). 9.2.3, 14.2, 14.4.2

***Tutor Note:** This refers to block contacts.*

#### 9.1.2 SIMULTANEOUS CONTACTS

Two or three players may touch the ball at the same moment.

9.1.2.1 When two (or three) team-mates touch the ball simultaneously, it is counted as two (or three) hits (with the exception of blocking). If they reach for the ball, but only one of them touches it, one hit is counted. A collision of players does not constitute a fault.

9.1.2.2 When two opponents touch the ball simultaneously over the net and the ball remains in play, the team receiving the ball is entitled to another three hits. If such a ball goes "out", it is the fault of the team on

the opposite side.

- 9.1.2.3 If simultaneous hits by two opponents over the net lead to an extended contact with the ball, play continues. 9.1.2.2

**Tutor Note:** This is the so-called JOUST, but we do not refer to this by name anywhere in the rules. If, after this simultaneous extended contact, the ball travels towards the side of team A, then the player of team B played it last. And vice versa, of course.

*Remark: We could also add, that if after a simultaneous extended contact the ball touches the antenna, the rally will be replayed.*

### 9.1.3 ASSISTED HIT

Within the playing area, a player is not permitted to take support from a team-mate or any structure/object in order to hit the ball. 1.

**Tutor Note:** Notice the change from “reach” to “hit” in the text, since “reach” does not actually say clearly that the ball was contacted during the action. See also the case of Lloy Ball who used the post in order to change direction to get to the ball quickly – this is not a fault.

However, a player who is about to commit a fault (touch the net or cross the centre line, etc.) may be stopped or held back by a team-mate. 1.3.3, 11.4.4

## 9.2 CHARACTERISTICS OF THE HIT

- 9.2.1 The ball may touch any part of the body.

- 9.2.2 The ball must not be caught and/or thrown. It can rebound in any direction. 9.3.3

**Tutor Note:** While we do not insist that the overhand pass is a rebound due to the natural elasticity of the fingers, or insist that the tip is a rebound from the finger tips, neither of these hits may be caught or thrown, and other hits have to rebound from the contact point, in the same way that a ball rebounds from the floor

- 9.2.3 The ball may touch various parts of the body, provided that the contacts take place simultaneously.

Exceptions:

- 9.2.3.1 at blocking, consecutive contacts may be made by one or more player (s), provided that the contacts occur during one action; 14.1.1, 14.2

- 9.2.3.2 at the first hit of the team the ball may contact various parts of the body consecutively, provided that the contacts occur during one action. 9.1, 14.4.1

**Tutor Note:** If the same consecutive contacts are made during the second hit, say, or the ball rolls on the forearms during this hit, then this would constitute a DOUBLE contact since every contact of the body with the rolling ball is a separate contact (see 9.3.4). If the ball perceptibly stops then is lifted or

thrown, this would be a CATCH (see 9.3.3).

### 9.3 FAULTS IN PLAYING THE BALL

- 9.3.1 FOUR HITS: a team hits the ball four times before returning it. 9.1, D11 (18)
- 9.3.2 ASSISTED HIT: a player takes support from a team-mate or any structure/object in order to hit the ball within the playing area. 9.1.3  
*Tutor Note: Again "reach" is replaced by "hit".*
- 9.3.3 CATCH: the ball is caught and/or thrown; it does not rebound from the hit. 9.2.2, D11 (16)
- 9.3.4 DOUBLE CONTACT: a player hits the ball twice in succession or the ball contacts various parts of his/her body in succession. 9.2.3, D11 (17)

## 10 BALL AT THE NET

### 10.1 BALL CROSSING THE NET

- 10.1.1 The ball sent to the opponent's court must go over the net within the crossing space. The crossing space is the part of the vertical plane of the net limited as follows: 2.4, 10.2, D5a
- 10.1.1.1 below, by the top of the net; 2.2
- 10.1.1.2 at the sides, by the antennae, and their imaginary extension; 2.4
- 10.1.1.3 above, by the ceiling.
- 10.1.2 The ball that has crossed the net plane to the opponent's free zone totally or partly through the external space, may be played back within the team hits, provided that: 9.1, D5b  
*Tutor Note: The concept of PARTLY through the external space implies over the antenna – so the ball may go from inside the court over the antenna to the opponent's free zone and still be played back, either over the antenna again or through the external space – it becomes a fault if it travels back INSIDE the antenna (see below for the precise rule wording).*
- 10.1.2.1 the opponent's court is not touched by the player; 11.2.2
- 10.1.2.2 the ball, when played back, crosses the net plane again totally or partly through the external space on the same side of the court. 11.4.4, D5b  
The opponent team may not prevent such action.  
*Tutor Note: The position of the second referee may play a part here in preventing interference by an opponent*
- 10.1.3 The ball that is heading towards the opponent's court through the lower space is in play until the moment it has completely crossed the vertical plane of the net. 23.3.2.3f, D5a, D11(22)  
*Tutor Note: According to this version of the rules 1st referee only may whistle*

*the moment the ball completely crosses the plane of the net through the lower space.*

## **10.2 BALL TOUCHING THE NET**

While crossing the net, the ball may touch it.

10.1.1

## **10.3 BALL IN THE NET**

10.3.1 A ball driven into the net may be recovered within the limits of the three team hits. 9.1

**Tutor Note:** *Even after the third hit however, the referee should wait until the ball lands on the floor or is hit a fourth time by a team member.*

10.3.2 If the ball rips the mesh of the net or tears it down, the rally is cancelled and replayed.

## **11 PLAYER AT THE NET**

### **11.1 REACHING BEYOND THE NET**

11.1.1 In blocking, a player may touch the ball beyond the net, provided that he/she does not interfere with the opponent's play before or during the latter's attack hit. 14.1, 14.3

**Tutor Note:** *So if the ball is completely in team A's side of the court and team A are in the process of attacking it, team B's block must contact the ball after A's attack hit. However, since attacks and blocks occur very quickly in the modern game, the referee has to be decisive in his/her actions.*

11.1.2 After an attack hit, a player is permitted to pass his/her hand beyond the net, provided that the contact has been made within his/her own playing space.

**Tutor Note:** *A team A player spiking the ball that is completely in team B's space, having been set from team A's side of the net, is a fault.*

### **11.2 PENETRATION UNDER THE NET**

11.2.1 It is permitted to penetrate into the opponent's space under the net, provided that this does not interfere with the opponent's play.

**Tutor Note:** *Where interference occurs, the second referee should identify and whistle it.*

*Remark: we don't "penalise" playing mistakes.*

11.2.2 Penetration into the opponent's court, beyond the centre line: 1.3.3,  
11.2.2.1 D.11 (22)

11.2.2.1 to touch the opponent's court with a foot (feet) is permitted, provided 1.3.3  
that some part of the penetrating foot (feet) remains either in contact D.11 (22)  
with or directly above the centre line;

11.2.2.2 to touch the opponent's court with any part of the body above the feet 1.3.3,

- is permitted provided that it does not interfere with the opponent's play. 11.2.2.1  
D11(22)
- 11.2.3 A player may enter the opponent's court after the ball goes out of play. 8.2
- 11.2.4 Players may penetrate into the opponent's free zone provided that they do not interfere with the opponent's play.
- 11.3 **CONTACT WITH THE NET**
- 11.3.1 **Contact with the net by a player between the antennae, during the action of playing the ball, is a fault.** 11.4.4,  
23.3.2.3c,  
24.3.2.3, D3
- The action of playing the ball includes (among others) take-off, hit (or attempt) and landing**
- Tutor note:** This is a vital rule to understand – pay attention as 1st or 2nd referee to when the action finishes – but beware that in turning the player may be in a new action to play the ball!*
- 11.3.2 Players may touch the post, ropes, or any other object outside the antennae, including the net itself, provided that it does not interfere with the play. D3
- Tutor Note:** This was proposed some years ago, originally since we are intent on eradicating small faults which artificially cause the rally to stop early.*
- 11.3.3 When the ball is driven into the net, causing it to touch an opponent, no fault is committed.
- 11.4 **PLAYER'S FAULTS AT THE NET**
- 11.4.1 A player touches the ball or an opponent in the opponent's space before or during the opponent's attack hit. 11.1.1,  
D.11 (20)
- 11.4.2 A player interferes with the opponent's play while penetrating into the opponent's space under the net. 11.2.1
- Tutor Note:** e.g. a player lands on the centre line and overbalances; in order to maintain balance he stretches out his arms under the net and hits an opponent, causing him to stop – this is interference while penetrating under the net*
- 11.4.3 A player's foot (feet) penetrates completely into the opponent's court. 11.2.2.2  
D11 (22)
- Tutor Note:** If the whole foot lands in the opponent's court beyond the centre line, during play, this is a fault*
- 11.4.4 **A player interferes with play by (amongst others):**
- touching the net between the antennae or the antenna itself during 11.3.1,



- his/her action of playing the ball,
- using the net between the antennae as a support or stabilizing aid D.11 (19)
- creating an unfair advantage over the opponent by touching the net
- making actions which hinder an opponent's legitimate attempt to play the ball,
- catching/ holding on to the net

Players close to the ball as it is played, or who are trying to play it, are considered in the action of playing the ball, even if no contact is made with the ball.

However, touching the net outside the antenna is not to be considered a fault (except for Rule 9.1.3.)

## 12 SERVICE

The service is the act of putting the ball into play, by the back-right player, placed in the service zone. 1.4.2, 8.1, 12.4.1

**Tutor Note:** *Originally there was no requirement for the service zone to be on the same level as the playing court, which created some interesting situations, players serving from below the level of the court, players serving from above the court on the steps up to the tribune – but now play action has to be initiated from a start point at the level of the court.*

### 12.1 FIRST SERVICE IN A SET

12.1.1 The first service of the first set, as well as that of the deciding 5<sup>th</sup> set is executed by the team determined by the toss. 6.3.2, 7.1

12.1.2 The other sets will be started with the service of the team that did not serve first in the previous set.

### 12.2 SERVICE ORDER

12.2.1 The players must follow the service order recorded on the line-up sheet. 7.3.1, 7.3.2

**Tutor Note:** *This is controlled by the scorer*

12.2.2 After the first service in a set, the player to serve is determined as follows: 12.1

12.2.2.1 when the serving team wins the rally, the player (or his/her substitute) who served before, serves again; 6.1.3, 15.5

- 12.2.2.2 when the receiving team wins the rally, it gains the right to serve and rotates before actually serving. The player who moves from the front-right position to the back-right position will serve. 6.1.3, 7.6.2

### 12.3 AUTHORIZATION OF THE SERVICE

The 1<sup>st</sup> referee authorizes the service, after having checked that the two teams are ready to play and that the server is in possession of the ball. 12, D.11 (1)

**Tutor Note:** *The 1<sup>st</sup> referee does not need to wait until the server chooses his/her preferred place within the service zone – if the proper requirements - teams on their feet, teams on the court, server has the ball - are met, then the referee should whistle and give the service signal.*

### 12.4 EXECUTION OF THE SERVICE

D.11 (10)

- 12.4.1 The ball shall be hit with one hand or any part of the arm after being tossed or released from the hand(s).

**Tutor Note:** *i.e. the service may not be made with a “dig”.*

- 12.4.2 Only one toss or release of the ball is allowed. Dribbling or moving the ball in the hands is permitted.

**Tutor Note:** *The referee must judge what is the actual toss for service – this will be different from other small preparatory movements or juggling actions.*

- 12.4.3 At the moment of the service hit or take-off for a jump service, the server must not touch the court (the end line included) or the floor outside the service zone. 1.4.2, 27.2.1.4 D11(22)

**Tutor Note:** *Notice that there is no mention of where the ball is – hence it may be over the court, free zone or inside the service zone. Its position is not relevant to the service. In addition, the start of the run up may be from outside the service zone – but the take-off for the hit must be within the service zone. In this case the line judge may have to re-position slightly to accommodate the server’s action.* D.12 (4),

After the hit, he/she may step or land outside the service zone, or inside the court.

- 12.4.4 The server must hit the ball within 8 seconds after the 1<sup>st</sup> referee whistles for service. 12.3, D.11 (11)

- 12.4.5 A service executed before the referee's whistle is cancelled and repeated. 12.3

**Tutor Note:** *The cancellation is by use of the whistle and the 1st referee must repeat the service authorisation bywhistling again.*

### 12.5 SCREENING

D6, D.11 (12)

- |        |  |           |
|--------|--|-----------|
| 12.5.1 | The players of the serving team must not prevent their opponent, through individual or collective screening, from seeing the server and the flight path of the ball.   | 12.5.2    |
| 12.5.2 | A player or a group of players of the serving team make(s) a screen by waving arms, jumping or moving sideways during the execution of the service, or by standing grouped to hide the server and the flight path of the ball. | 12.4, D.6 |

**Tutor Note:** To answer the perennial question, SCREENING exists and is a FAULT. That it is not whistled very often does not mean that it should be cancelled from the rules – if it did not exist the incidence of screening would become greater and more bizarre! Two factors must be in place to call a screen – the server must be hidden as well as the flight path being low over the grouped players.

## 12.6 FAULTS MADE DURING THE SERVICE

- |          |   |                                       |
|----------|---|---------------------------------------|
| 12.6.1   | Serving faults.<br><br>The following faults lead to a change of service even if the opponent is out of position. The server:                              | 12.2.2.2,<br>12.7.1                   |
| 12.6.1.1 | violates the service order,<br><br><i>Tutor Note: buzzer, rotation fault signal, a point and next service to the opponent</i>                             | 12.2                                  |
| 12.6.1.2 | does not execute the service properly.<br><br><i>Tutor Note: Steps on the line, etc, at the moment of service hit.</i>                                    | 12.4                                  |
| 12.6.2   | Faults after the service hit.<br><br>After the ball has been correctly hit, the service becomes a fault (unless a player is out of position) if the ball: | 12.4, 12.7.2                          |
| 12.6.2.1 | touches a player of the serving team or fails to cross the vertical plane of the net completely through the crossing space;                               | 8.4.4, 8.4.5,<br>10.1.1,<br>D.11 (19) |
| 12.6.2.2 | goes "out";   | 8.4, D11(15)                          |
| 12.6.2.3 | passes over a screen.   | 12.5,<br>D11(12)                      |

## 12.7 SERVING FAULTS AND POSITIONAL FAULTS

- |        |  |                         |
|--------|--|-------------------------|
| 12.7.1 | If the server makes a fault at the moment of the service hit (improper execution, wrong rotational order, etc.) and the opponent is out of position, it is the serving fault which is sanctioned.          | 7.5.1, 7.5.2,<br>12.6.1 |
| 12.7.2 | Instead, if the execution of the service has been correct, but the service subsequently becomes faulty (goes out, goes over a screen, etc.), the positional fault has taken place first and is sanctioned. | 7.5.3, 12.6.2           |

## 13 ATTACK HIT

### 13.1 CHARACTERISTICS OF THE ATTACK HIT

12, 14.1.1

13.1.1 All actions which direct the ball towards the opponent, with the exception of service and block, are considered as attack hits.

13.1.2 During an attack hit, tipping is permitted only if the ball is cleanly hit, and not caught or thrown. 9.2.2

13.1.3 An attack hit is completed at the moment the ball completely crosses the vertical plane of the net or is touched by an opponent.

**Tutor Note:** Notice the use of the word “completely” – if it is not completely beyond the vertical plane, it is not to be considered a completed attack, hence certain other rules - notably governing back line hits - need to be considered with this concept in mind. (see 13.2.2, 13.2.3 and 13.2.4)

### 13.2 RESTRICTIONS OF THE ATTACK HIT

13.2.1 A front-row player may complete an attack hit at any height, provided that the contact with the ball has been made within the player's own playing space (except Rules 13.2.4 and 13.3.6). 7.4.1.1

13.2.2 A back-row player may complete an attack hit at any height from behind the front zone: 1.4.1, 7.4.1.2, 19.3.1.2, D.8

13.2.2.1 at his/her take-off, the player's foot (feet) must neither have touched nor crossed over the attack line; 1.3.4

13.2.2.2 after his/her hit, the player may land within the front zone. 1.4.1

13.2.3 A back-row player may also complete an attack hit from the front zone, if at the moment of the contact a part of the ball is lower than the top of the net. 1.4.1, 7.4.1.2, D.8

13.2.4 No player is permitted to complete an attack hit on the OPPONENT'S service, when the ball is in the front zone and entirely higher than the top of the net. 1.4.1

**Tutor Note:** Notice that it is only a fault the moment the ball completely crosses the plane of the net – up until that moment it could be an internal pass.

### 13.3 FAULTS OF THE ATTACK HIT

13.3.1 A player hits the ball within the playing space of the opposing team. 13.2.1, D11(20)  
**Tutor Note:** Notice the signal – D11 (20) - instantly

13.3.2 A player hits the ball "out". 8.4, D11(15)

- |        |   |   |
|--------|---|---|
| 13.3.3 | A back-row player completes an attack hit from the front zone, if at the moment of the hit the ball is entirely higher than the top of the net.<br><i><b>Tutor Note:</b> Notice the signal – D11 (21) – delayed until the ball completely crosses the net or is contacted by an opponent blocker</i>              | 1.4.1,<br>7.4.1.2,<br>13.2.3,<br>D.11 (21)    |
| 13.3.4 | A player completes an attack hit on the opponent's service, when the ball is in the front zone and entirely higher than the top of the net.<br><i><b>Tutor Note:</b> Notice the signal - D11 (21) – delayed until the ball completely crosses the net or is contacted by an opponent blocker</i>                  | 1.4.1,<br>13.2.4,<br>D.11 (21)                |
| 13.3.5 | A Libero completes an attack hit if at the moment of the hit the ball is entirely higher than the top of the net.<br><i><b>Tutor Note:</b> Notice the signal - D11 (21) – delayed until the ball completely crosses the net or is contacted by an opponent blocker</i>  | 19.3.1.2,<br>23.3.2.3d<br>D.11 (21)           |
| 13.3.6 | A player completes an attack hit from higher than the top of the net when the ball is coming from an overhand finger pass by a Libero in his/her front zone.<br><i><b>Tutor Note:</b> Notice the signal - D11 (21) – delayed until the ball completely crosses the net or is contacted by an opponent blocker</i> | 1.4.1,<br>19.3.1.4,<br>23.3.2.3e<br>D.11 (21) |

## 14 BLOCK

### 14.1 BLOCKING

- |        |  |         |
|--------|--|---------|
| 14.1.1 | 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, <u>regardless of the height of the ball contact</u> . Only front-row players are permitted to complete a block, but at the moment of the contact with the ball, <u>a part of the body must be higher than the top of the net</u> .<br><i><b>Tutor Note:</b> So by reaching higher than the top of the net we create the conditions for the ball to strike any part of the body, yet still be considered part of the blocking action and not a first hit of the team.</i> | 7.4.1.1 |
|--------|--|---------|

- |        |   |  |
|--------|---|--|
| 14.1.2 | Block attempt<br>A block attempt is the action of blocking without touching the ball. |  |
|--------|---|--|

- |        |  |     |
|--------|--|-----|
| 14.1.3 | Completed block<br>A block is completed whenever the ball is touched by a blocker. | D.7 |
|--------|--|-----|

- |        |  |  |
|--------|--|--|
| 14.1.4 | Collective block<br>A collective block is executed by two or three players close to each other and is completed when one of them touches the ball. |  |
|--------|--|--|

### 14.2 BLOCK CONTACT

Consecutive (quick and continuous) contacts with the ball may occur by one or more blockers, provided that the contacts are made during one action. 9.1.1; 9.2.3

***Tutor Note:** To be considered part of the same action the blockers (or their*

*hands/ arms) should be close together – a player obviously separate from this action but then contacting the ball would have to be considered as making the first touch of the team.*

### 14.3 BLOCKING WITHIN THE OPPONENT'S SPACE

In blocking, the player may place his/her hands and arms beyond the net, provided that this action does not interfere with the opponent's play. Thus, it is not permitted to touch the ball beyond the net until an opponent has executed an attack hit. 13.1.1

**Tutor Note:** *Sometimes this is difficult to judge - but if an internal pass travels towards the top of the net, and no-one on the attacking team can or will play it, this can be blocked; the moment a ball begins to cross the net it can always be blocked; after the third hit the ball can always be blocked.*

### 14.4 BLOCK AND TEAM HITS

- 14.4.1 A block contact is not counted as a team hit. Consequently, after a block contact, a team is entitled to three hits to return the ball. 9.1, 14.4.2

**Tutor Note:** *Notice that if a blocked ball rebounds off the spiker's body, it is likely that this would be the team's first hit of the three allowed to the team – i.e. unless the spiker was actually reaching above the net in a blocking action, this hit would not be considered a block. Nevertheless it is possible to block a block, and referees must make judgements on what they actually see.*

- 14.4.2 The first hit after the block may be executed by any player, including the one who has touched the ball during the block. 14.4.1

### 14.5 BLOCKING THE SERVICE

12, D11(12)

To block an opponent's service is forbidden.

**Tutor Note:** *This is whistled and signalled the moment the ball is contacted – at this moment the block is completed: do not wait to see where the ball goes!*

### 14.6 BLOCKING FAULTS

D.11 (20)

- 14.6.1 The blocker touches the ball in the OPPONENT'S space either before or simultaneously with the opponent's attack hit. 14.3

- 14.6.2 A back-row player or a Libero completes a block or participates in a completed block. 14.1, 14.5, 19.3.1.3

**Tutor Note:** *Notice that it does not matter if the back row player or Libero actually contacts the ball during the block – they commit a fault by participating.*

- 14.6.3 Blocking the opponent's service. 14.5, D11(12)

14.6.4	The ball is sent "out" off the block.	8.4
14.6.5	Blocking the ball in the opponent's space from outside the antenna.	
14.6.6	A Libero attempts an individual or collective block.	14.1.1, 19.3.1.3

## CHAPTER FIVE

### INTERRUPTIONS, DELAYS AND INTERVALS

#### 15 INTERRUPTIONS

An interruption is the time between one completed rally and the 1<sup>st</sup> referee's whistle for the next service. 6.1.3, 8.1, 8.2, 15.4, 15.5, 24.2.6

The only **regular game** interruptions are TIME-OUTS and SUBSTITUTIONS.

#### 15.1 NUMBER OF REGULAR GAME INTERRUPTIONS

Each team may request a maximum of two time-outs and six substitutions per set. 6.2, 15.4, 15.5

**For FIVB, World and Official competitions for Seniors, the FIVB may reduce, by one, the number of team and/ or Technical Time Outs in accordance with sponsorship, marketing and broadcast agreements.**

#### 15.2 SEQUENCE OF REGULAR GAME INTERRUPTIONS

15.2.1 Request for one or two time-outs, and one request for substitution by either team may follow one another, within the same interruption. 15.4, 15.5

**Tutor Note:** e.g.  $S_A S_B T_A T_A T_B T_B \dots$  all OK – now we need play.

$T_A S_A$  (3 players)  $S_B T_B T_A \dots$  OK but there would have to be play before another Substitution.

15.2.2 However, a team is not authorized to make consecutive **requests** for substitution during the same interruption. Two or more players may be substituted at the same time within the same request. 15.5, 15.6.1

**Tutor Note:** See 15.3.1

15.2.3 There must be a completed rally between two separate substitution requests by the same team. 6.1.3, 15.5

### 15.3 REQUEST FOR REGULAR GAME INTERRUPTIONS

- 15.3.1 Regular game interruptions may be requested by the coach, or in the absence of the coach, by the game captain, and only by them. 5.1.2, 5.2, 5.3.2 , 15
- 15.3.2 Substitution before the start of a set is permitted, and should be recorded as a regular substitution in that set. 7.3.4

### 15.4 TIME-OUTS and TECHNICAL TIME-OUTS

- 15.4.1 Time-out requests must be made by showing the corresponding hand signal, when the ball is out of play and before the whistle for service. All requested time-outs last for 30 seconds. 6.1.3, 8.2, 12.3, D.11 (4)

**For FIVB, World and Official Competitions it is obligatory to use the buzzer and then the hand signal to request time-out.** D.11 (4)

- 15.4.2 **For FIVB, World and Official Competitions, in sets 1-4, two additional 60-second “Technical Time-Outs” are applied automatically when the leading team reaches the 8th and 16th point.** 26.2.2.3

***Tutor Note:** The TTO is applied automatically by the scorer, who announces them by number. The TTO will not be whistled by the referees.*

- 15.4.3 In the deciding (5th) set, there are no “Technical Time- Outs”; only two time-outs of 30 seconds duration may be requested by each team. 15.1

- 15.4.4 During all time-outs, the players in play must go to the free zone near their bench. D1a

***Tutor Note:** The second referee should insist early in the match that the players go near the bench to allow the moppers to work. This has a lot to do with body language.*

### 15.5 SUBSTITUTION

- 15.5.1 A substitution is the act by which a player, other than the Libero or his/her replacement player, after being recorded by the scorer, enters the game to occupy the position of another player, who must leave the court at that moment. 19.3.2.1, D11(5)

***Tutor Note:** The empowerment of the scorer to press the buzzer the moment players step across the dotted line into the substitution zone must still recognise that the referee is in overall control, and will refuse the substitution if attempted at the moment of the whistle for service.*



- 15.5.2 When the substitution is enforced through injury to a player in play this may be accompanied by the coach (or game captain) showing the corresponding hand signal. 5.1.2.3, 5.2.3.3, 8.2, 12.3, D.11 (5)
- 15.6 **LIMITATION OF SUBSTITUTIONS**
- 15.6.1 A player of the starting line-up may leave the game, but only once in a set, and re-enter, but only once in a set, and only to his/her previous position in the line-up. 7.3.1
- 15.6.2 A substitute player may enter the game in place of a player of the starting line-up, but only once per set, and he/she can only be substituted by the same starting player. 7.3.1
- 15.7 **EXCEPTIONAL SUBSTITUTION**
- A player (except the Libero) who cannot continue playing due to injury or illness, should be substituted legally. If this is not possible, the team is entitled to make an EXCEPTIONAL substitution, beyond the limits of Rule 15.6 15.6, 19.4.3
- Tutor Note:** *The referee is unlikely to be medically qualified, so the reality is that he/ she must take the word of the team doctor or other team official that the player is either injured or sick.*
- See also the casebook for exceptional substitution beyond the limits of the sixth substitution or even before the sixth one has been reached. See also the last paragraph of this rule.*
- An exceptional substitution means that any player who is not on the court at the time of the injury/illness, except the Libero, second Libero or their regular replacement player, may be substituted into the game for the injured/ ill player. The substituted injured/ ill player is not allowed to re-enter the match.
- An exceptional substitution cannot be counted in any case as a regular substitution, but should be recorded on the score sheet as part of the total of substitutions in the set and the match.
- 15.8 **SUBSTITUTION FOR EXPULSION OR DISQUALIFICATION**
- An EXPELLED or DISQUALIFIED player must be substituted immediately through a legal substitution. If this is not possible, the team is declared INCOMPLETE. 6.4.3, 7.3.1, 15.6, 21.3.2, 21.3.3, D11(5)
- 15.9 **ILLEGAL SUBSTITUTION**
- 15.9.1 A substitution is illegal, if it exceeds the limitations indicated in Rule 15.6 (except the case of Rule 15.7), or an unregistered player is

involved.

15.9.2 When a team has made an illegal substitution and the play has been resumed the following procedure shall apply, in sequence: 8.1, 15.6

15.9.2.1 the team is penalized with a point and service to the opponent, 6.1.3

15.9.2.2 the substitution must be rectified,

15.9.2.3 the points scored by the team at fault since the fault was committed are cancelled; the opponent's points remain valid.

## 15.10 SUBSTITUTION PROCEDURE

15.10.1 Substitution must be carried out within the substitution zone. 1.4.3, D1b

15.10.2 A substitution shall only last the time needed for recording the substitution on the score sheet, and allowing entry and exit of the players. 15.10, 24.2.6, 25.2.2.3

15.10.3.a The actual request for substitution starts at the moment of the entrance of the substitute player(s) into the substitution zone, ready to play, during an interruption. The coach does not need to make a substitution hand signal except if the substitution is for injury or before the start of the set

15.10.3b If the player is not ready, the substitution is not granted and the team is sanctioned for a delay. 16.2, D9

***Tutor Note:*** Referees must apply common sense, since players are likely to arrive one after the other in quick succession – i.e. almost at the same time.

15.10.3c The request for substitution is acknowledged and announced by the scorer or 2nd referee, by use of the buzzer or whistle respectively. The 2nd referee authorises the substitution. 24.2.6

**For FIVB, World and Official Competitions, numbered paddles are used to facilitate the substitution.**

15.10.4 If a team intends to make simultaneously more than one substitution, all substitute players must enter the substitution zone at the same time to be considered in the same request. In this case, substitutions must be made in succession, one pair of players after another. If one is illegal, the legal one(s) is/ are granted and the illegal is rejected and subject to a delay sanction 1.4.3, 15.2.2

## 15.11 IMPROPER REQUESTS

15.11.1 It is improper to request any regular game interruption: 15

15.11.1.1 during a rally or at the moment of or after the whistle to serve 12.3

15.11.1.2 by a non-authorized team member 5.1.2.3, 5.2.3.3

- |   |  |                                      |
|---|--|--------------------------------------|
| 15.11.1.3   | for a second substitution by the same team during the same interruption, except in the case of injury/ illness of a player in play.  | 15.2.2,<br>15.2.3, 16.1,<br>25.2.2.6 |
| 15.11.1.4   | after having exhausted the authorized number of time-outs and substitutions  | 15.1                                 |
| 15.11.2   | The first improper request by a team in the match that does not affect or delay the game shall be rejected, but it must be recorded on the score sheet without any other consequences. | 16.1, 25.2.2.6                       |
| <i><b>Tutor Note:</b> It must be marked in the score sheet (also now in the Rules text)</i> |  |                                      |
| 15.11.3   | Any further improper request in the match by the same team constitutes a delay   | 16.1.4                               |

## **16 GAME DELAYS**

### **16.1 TYPES OF DELAYS**

An improper action of a team that defers resumption of the game is a delay and includes, among others:

- |        |  |         |
|--------|--|---------|
| 16.1.1 | delaying regular game interruptions;                                       | 15.10.2 |
| 16.1.2 | prolonging interruptions, after having been instructed to resume the game; | 15      |
| 16.1.3 | requesting an illegal substitution;  | 15.9    |
| 16.1.4 | repeating an improper request;   | 15.11.3 |
| 16.1.5 | delaying the game by a team member.  |         |

### **16.2 DELAY SANCTIONS**

D9

- |          |  |                     |
|----------|--|---------------------|
| 16.2.1   | "Delay warning" and "delay penalty" are team sanctions.  |                     |
| 16.2.1.1 | Delay sanctions remain in force for the entire match.  | 6.3                 |
| 16.2.1.2 | All delay sanctions are recorded on the score sheet.   | 25.2.2.6            |
| 16.2.2   | The first delay in the match by a team member is sanctioned with a "DELAY WARNING".  | 4.1.1,<br>D.11 (25) |
| 16.2.3   | The second and subsequent delays of any type by any member of the same team in the same match constitute a fault and are sanctioned with a "DELAY PENALTY": a point and service to the opponent. | 6.1.3,<br>D.11 (25) |
| 16.2.4   | Delay sanctions imposed before or between sets are applied in the following set.   | 18.1                |

## **17 EXCEPTIONAL GAME INTERRUPTIONS**

### **17.1 INJURY/ ILLNESS**

8.1

- 17.1.1 Should a serious accident occur while the ball is in play, the referee must stop the game immediately and permit medical assistance to enter the court.  
***Tutor Note:** The referees must be alert enough to CALL the medical assistance on court, rather than simply stand helplessly and observe.*  
The rally is then replayed. 6.1.3
- 17.1.2 If an injured/ill player cannot be substituted legally or exceptionally, the player is given a 3-minute recovery time, but not more than once for the same player in the match. 15.6, 15.7, 24.2.8  
***Tutor Note:** This can only really occur if the team has only six regular players; the Libero may NOT replace the injured player!*  
*Remark: This can also happen, if a team has seven normal players, and one of them has already got injured.*  
If the player does not recover, his/her team is declared incomplete. 6.4.3, 7.3.1
- 17.2 EXTERNAL INTERFERENCE**
- If there is any external interference during the game, the play has to be stopped and the rally is replayed. 6.1.3, D11(23)
- 17.3 PROLONGED INTERRUPTIONS**
- 17.3.1 If unforeseen circumstances interrupt the match, the 1<sup>st</sup> referee, the organizer and the Control Committee, if there is one, shall decide the measures to be taken to re-establish normal conditions. 23.2.3
- 17.3.2 Should one or several interruptions occur, not exceeding 4 hours in total: 17.3.1
- 17.3.2.1 if the match is resumed on the same playing court, the interrupted set shall continue normally with the same score, players (except expelled or disqualified ones) and positions. The sets already played will keep their scores; 1., 7.3
- 17.3.2.2 if the match is resumed on another playing court, (***Tutor Note:** even if it is in the same hall*) the interrupted set is cancelled and replayed with the same team members and the same starting line-ups (except expelled or disqualified ones) and the record of all sanctions will be maintained. The sets already played will keep their scores.. 7.3, 21.4.1, D9  
***Tutor Note:** As far as possible this is true – but expulsions or disqualifications will stand.*
- 17.3.3 Should one or several interruptions occur, exceeding 4 hours in total, the whole match shall be replayed.  
***Tutor Note:** It is vital, therefore, that the scorers have a chronometer to TIME the actual stoppages – this must be written on the remarks box of the score sheet.*

## 18 INTERVALS AND CHANGE OF COURTS

### 18.1 INTERVALS

An interval is the time between sets. All intervals last three minutes. 4.2.4

**Tutor Note:** *Even if extended for entertainment, they will still last at least three minutes, so this wording is not wrong!*

During this period of time, the change of courts and line-up registrations of the teams on the score sheet are made. 7.3.2, 18.2, 25.2.1.2

The interval between the second and the third set can be extended up to 10 minutes by the competent body at the request of the organizer.

**Tutor Note:** *Again, the scorer MUST be directed to time the interval and teams should be back in the hall with about 2 minutes 30 seconds to go and be directed on court with 30 seconds to go\* to the restart, so that this time is not extended beyond the allowed time. \* Remember there are the line up checks to complete.*

### 18.2 CHANGE OF COURTS D.11 (3)

18.2.1 After each set, the teams change courts, with the exception of the deciding set. 7.1

18.2.2 In the deciding set, once the leading team reaches 8 points, the teams change courts without delay and the player positions remain the same. 6.3.2, 7.4.1, 25.2.2.5

**Tutor Note:** *The scorer will record the points at the change.*

If the change is not made once the leading team reaches 8 points, it will take place as soon as the error is noticed. The score at the time that the change is made remains the same.

## CHAPTER SIX

### THE LIBERO PLAYER

## 19 THE LIBERO PLAYER

### 19.1 DESIGNATION OF THE LIBERO 5

19.1.1 Each team has the right to designate from the list of players on the score sheet up to two specialist defensive players: Liberos. 4.1.1

**In FIVB, World and Official competitions for Seniors, if a team has more than 12 players recorded in the score sheet, 2 Liberos are mandatory in the team list.**

19.1.2	All Liberos must be recorded on the score sheet in the special lines reserved for this.	5.2.2, 25.2.1.1, 26.2.1.1
19.1.3	The Libero on court is the Acting Libero. If there is another Libero, he/she is the second Libero for the team.  Only one Libero may be on court at any time.	
19.2	<b>EQUIPMENT</b>  The Libero player(s) must wear a uniform (or jacket/bib for the re-designated Libero) which has a different dominant colour from any colour of the rest of the team. The uniform must clearly contrast with the rest of the team.  The Libero uniforms must be numbered like the rest of the team.  <b>For FIVB, World and Official competitions, the re-designated Libero should, if possible, wear the same style and colour of jersey as the original Libero, but should keep his/ her own number.</b>	4.3
19.3	<b>ACTIONS INVOLVING THE LIBERO</b>	
19.3.1	The playing actions:	
19.3.1.1	The Libero is allowed to replace any player in a back row position.	7.4.1.2
19.3.1.2	He/ she is restricted to perform as a back row player and is not allowed to complete an attack hit from anywhere (including playing court and free zone) if at the moment of the contact the ball is entirely higher than the top of the net.	13.2.2, 13.2.3, 13.3.5
19.3.1.3	He/ she may not serve, block or attempt to block.	12.4.1, 14.6.2, 14.6.6, D11(12)
19.3.1.4	A player may not complete an attack hit when the ball is entirely higher than the top of the net, if the ball is coming from an overhand finger pass by a Libero in his/ her front zone. The ball may be freely attacked if the Libero makes the same action from outside his/ her front zone.	1.4.1, 13.3.6, 23.3.2.3 d, e, D1b
19.3.2	<b>LIBERO REPLACEMENTS</b>	
19.3.2.1	Libero Replacements are not counted as substitutions  They are unlimited but there must be a completed rally between two Libero replacements (unless a penalty causes the team to rotate and the Libero to move to position four, or the Acting Libero becomes unable to play, making the rally incomplete.)	6.1.3, 15.5

19.3.2.2	The regular replacement player may replace and be replaced by either Libero. The Acting Libero can only be replaced by the regular replacement player for that position or by the second Libero.	
19.3.2.3	At the start of each set, the Libero cannot enter the court until the 2nd referee has checked the line-up and authorised a Libero replacement with a starting player.	7.3.2, 12.1
19.3.2.4	Other Libero replacements must only take place while the ball is out of play and before the whistle for service.	8.2, 12.3
19.3.2.5	A Libero replacement made after the whistle for service but before the service hit should not be rejected; however, at the end of the rally, the game captain must be informed that this is not a permitted procedure, and that repetition will be subject to delay sanctions.	12.3, 12.4, D9
19.3.2.6	Subsequent late Libero replacements shall result in the play being interrupted immediately, and the imposition of a delay sanction. The team to serve next will be determined by the level of the delay sanction.	16.2, D9
19.3.2.7	The Libero and the replacing player may only enter or leave the court through the Libero Replacement Zone.	1.4.4, D1b
19.3.2.8	Libero replacements must be recorded in the Libero Control Sheet (if one is used) or on the electronic score sheet.	26.2.2.1, 26.2.2.2
19.3.2.9	An illegal Libero replacement can involve (amongst others)	
	- no completed rally between Libero replacements,	6.1.3
	- the Libero being replaced by a player other than the second Libero or the regular replacement player.	15.9
	An illegal Libero replacement should be considered in the same way as an illegal substitution:	15.9
	should the illegal Libero replacement be noticed before the start of the next rally, then this is corrected by the referees, and the team is sanctioned for delay;	D9
	should the illegal Libero replacement be noticed after the service hit, the consequences are the same as for an illegal substitution.	15.9
19.4	<b>RE-DESIGNATION OF A NEW LIBERO</b>	
19.4.1	The Libero <b>becomes</b> unable to play if injured, ill, expelled or disqualified.	21.3.2, 21.3.3, D9
	The Libero can be <b>declared</b> unable to play for any reason by the coach or, in the absence of a coach, by the game captain.	5.1.2.1, 5.2.1
19.4.2	<b>Team with one Libero</b>	

- 19.4.2.1 When only one Libero is available for a team according to Rule 19.4.1, or the team has only one registered, and this Libero becomes or is declared unable to play, the coach (or game captain if no coach is present) may re-designate as Libero for the remainder of the match any other player (replacement player excepted) not on the court at the moment of the re-designation. 19.4, 19.4.1
- 19.4.2.2 If the **Acting** Libero becomes unable to play, he/ she may be replaced by the regular replacement player or **immediately and directly to court** by a re-designated Libero. However, a Libero who is the subject of a re-designation may not play for the remainder of the match.
- If the Libero is not on court when declared unable to play, he/ she may also be the subject of a re-designation. The Libero declared unable to play may not play for the remainder of the match.
- 19.4.2.3 The coach, or game captain if no coach is present, contacts the second referee informing him/her about the re-designation. 5.1.2.1, 5.2.1
- 19.4.2.4 Should a re-designated Libero become or be declared unable to play, further re-designations are permitted. 19.4.1
- 19.4.2.5 If the coach requests the team captain to be re-designated as the new Libero, this will be permitted – but the team captain must in this case relinquish all leadership privileges. 5.1.2, 19.4.1
- 19.4.2.6 In the case of a re-designated Libero, the number of the player re-designated as Libero must be recorded on the score sheet remarks section and on the Libero control sheet (or electronic score sheet if one is used.) 25.2.2.7, 26.2.2.1
- 19.4.3 **Team with two Liberos**
- 19.4.3.1 Where a team has registered on the score sheet two Liberos, but one becomes unable to play the team has the right to play with only one Libero. 4.1.1, 19.1.1
- No re-designation will be allowed, however, unless the remaining Libero is unable to continue playing for the match. 19.4
- 19.5 **SUMMARY**
- If the Libero is expelled or disqualified, he/ she may be replaced immediately by the team's second Libero. Should the team have only one Libero, then it has the right to make a re-designation. 19.4, 21.3.2, 21.3.3.

## CHAPTER SEVEN

### PARTICIPANTS' CONDUCT



## 20 REQUIREMENTS OF CONDUCT

### 20.1 SPORTSMANLIKE CONDUCT

20.1.1 Participants must know the “Official Volleyball Rules” and abide by them.

20.1.2 Participants must accept referees' decisions with sportsmanlike conduct, without disputing them.

In case of doubt, clarification may be requested only through the game captain. 5.1.2.1

20.1.3 Participants must refrain from actions or attitudes aimed at influencing the decisions of the referees or covering up faults committed by their team.

### 20.2 FAIR PLAY

20.2.1 Participants must behave respectfully and courteously in the spirit of FAIR PLAY, not only towards the referees, but also towards other officials, the opponent, team-mates and spectators.

20.2.2 Communication between team members during the match is permitted. 5.2.3.4

## 21 MISCONDUCT AND ITS SANCTIONS

### 21.1 MINOR MISCONDUCT

Minor misconduct offences are not subject to sanctions. It is the 1st referee's duty to prevent the teams from approaching the sanctioning level. 5.1.2, 21.3

This is done in two stages:

D9, D11(6a)

Stage 1: by issuing a verbal warning through the game captain;

Stage 2: by use of a YELLOW CARD to the team member(s) concerned. This formal warning is not in itself a sanction but a symbol that the team member (and by extension the team) has reached the sanctioning level for the match. It is recorded in the score sheet but has no immediate consequences.

**Tutor Note:** *This is not meant to be read as a mandatory two step process – but it should allow the 1st Referee to use his/ her personality to control and discipline the teams. The process is meant to be flexible. The 1st Referee can go straight to penalty if the situation warrants it, or warn the captains (stage 1 above) or warn an individual (stage 2 ) as the first step in effecting control of a situation.*

### 21.2 MISCONDUCT LEADING TO SANCTIONS

	Incorrect conduct by a team member towards officials, opponents, team-mates or spectators is classified in three categories according to the seriousness of the offence.	4.1.1
21.2.1	Rude conduct: action contrary to good manners or moral principles.	
21.2.2	Offensive conduct: defamatory or insulting words or gestures or any action expressing contempt.	
21.2.3	Aggression: actual physical attack or aggressive or threatening behaviour.	
<b>21.3</b>	<b>SANCTION SCALE</b>	D.9
	According to the judgment of the 1 <sup>st</sup> referee and depending on the seriousness of the offence, the sanctions to be applied and recorded on the score sheet are: <b>Penalty, Expulsion or Disqualification.</b>	21.2, 25.2.2.6
21.3.1	Penalty	D.11 (6b)
	The first rude conduct in the match by any team member is penalized with a point and service to the opponent.	4.1.1, 21.2.1
	<i><b>Tutor note:</b> The 1st Referee's next step for this player ought to be expulsion.</i>	
21.3.2	Expulsion	D.11 (7)
21.3.2.1	A team member who is sanctioned by expulsion shall not play for the rest of the set, must be substituted legally and immediately if on court and must remain seated in the penalty area with no other consequences.	1.4.6, 4.1.1, 5.2.1, 5.3.2, D.1a, D.1b
	An expelled coach loses his/her right to intervene in the set and must remain seated in the penalty area.	5.2.3.3
21.3.2.2	The first offensive conduct by a team member is sanctioned by expulsion with no other consequences.	4.1.1, 21.2.2
21.3.2.3	The second rude conduct in the same match by the same team member is sanctioned by expulsion with no other consequences.	4.1.1, 21.2.1
21.3.3	Disqualification	D.11 (8)
21.3.3.1	A team member who is sanctioned by disqualification must be substituted legally and immediately if on court and must leave the Competition-Control Area for the rest of the match with no other consequences.	4.1.1, D.1a

21.3.3.2	The first physical attack or implied or threatened aggression is sanctioned by disqualification with no other consequences.	21.2.3
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21.3.3.3	The second offensive conduct in the same match by the same team member is sanctioned by disqualification with no other consequences.	4.1.1, 21.2.2
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21.3.3.4	The third rude conduct in the same match by the same team member is sanctioned by disqualification with no other consequences.	4.1.1, 21.2.1
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## 21.4 APPLICATION OF MISCONDUCT SANCTIONS

21.4.1	All misconduct sanctions are individual sanctions, remain in force for the entire match and are recorded on the score sheet.	21.3, 25.2.2.6
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21.4.2	The repetition of misconduct by the same team member in the same match is sanctioned progressively (the team member receives a heavier sanction for each successive offence).	4.1.1, 21.2, 21.3, D.9
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21.4.3	Expulsion or disqualification due to offensive conduct or aggression does not require a previous sanction.	21.2, 21.3
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***Tutor note:** If opponents receive penalties for the same offence at the same moment, the SERVING team is penalised first, the RECEIVING team second, and both teams will therefore rotate one position. The score needs to be corrected for BOTH teams.*

## 21.5 MISCONDUCT BEFORE AND BETWEEN SETS

Any misconduct occurring before or between sets is sanctioned according to Rule 21.3 and sanctions apply in the following set.	18.1, 21.2, 21.3
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***Tutor Note:** Where the sanction involves expulsion or disqualification, this must be intimated at the start of the set interval to allow the coach time to decide on his/ her new team line up; other sanctions can be applied at the beginning of the set so that spectators can see the team's enforced rotation.*

<b>21.6</b>	<b>SUMMARY OF MISCONDUCT AND CARDS USED</b>	D.11 (6a, 6b, 7, 8)
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Warning : no sanction – Stage 1: verbal warning	21.1
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Stage 2: symbol Yellow card	
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Penalty : sanction – symbol Red card	21.3.1
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Expulsion: sanction – symbol Red + Yellow cards jointly	21.3.2
Disqualification: sanction – symbol Red + Yellow card separately	21.3.3

**PART 2 SECTION II**  
**THE REFEREES, THEIR RESPONSIBILITIES**  
**AND OFFICIAL HAND SIGNALS**  
**CHAPTER EIGHT**  
**REFEREES**

<b>22</b>	<b>REFEREEING CORPS AND PROCEDURES</b>	
<b>22.1</b>	<b>COMPOSITION</b>	
	The refereeing corps for a match is composed of the following officials:	
	- the 1 <sup>st</sup> referee,	23
	- the 2 <sup>nd</sup> referee,	24
	- the scorer,	25
	- four (two) line judges.	27.
	Their location is shown in Diagram 10.	
	<b>For FIVB, World and Official Competitions an assistant scorer is compulsory.</b>	26
<b>22.2</b>	<b>PROCEDURES</b>	
22.2.1	Only the 1 <sup>st</sup> and 2 <sup>nd</sup> referees may blow a whistle during the match:	
22.2.1.1	the 1 <sup>st</sup> referee gives the signal for the service that begins the rally;	6.1.3, 12.3
22.2.1.2	the 1 <sup>st</sup> or 2 <sup>nd</sup> referee signals the end of the rally, provided that they are sure that a fault has been committed and they have identified its nature.	
22.2.2	They may blow the whistle when the ball is out of play to indicate that they authorize or reject a team request.	5.1.2, 8.2
22.2.3	Immediately after the referee's whistle to signal the completion of the rally, they have to indicate with the official hand signals:	22.2.1.2, 28.1
22.2.3.1	if the fault is whistled by the 1 <sup>st</sup> referee, he/she will indicate in order: a) the team to serve, b) the nature of the fault, c) the player(s) at fault (if necessary).	12.2.2, D11 (2)
22.2.3.2	If the fault is whistled by the 2 <sup>nd</sup> referee, he/she will indicate: a) the nature of the fault, b) the player at fault (if necessary), c) the team to serve following the hand signal of the 1st referee.	12.2.2
	In this case, the 1 <sup>st</sup> referee does not show <b>either</b> the nature of the fault	D11(2)

	or the player at fault, but only the team to serve.	
22.2.3.3	In the case of an attack hit fault or blocking fault by back row or Libero players, both referees indicate according to 22.2.3.1 and 22.2.3.2 above.	12.2.2, 13.3.3, 13.3.5, 19.3.1.2, 23.3.2.3d, 23.3.2.3e D11(21)
22.2.3.4	In the case of a double fault both referees indicate in order a) the nature of the fault, b) the players at fault (if necessary), <b>The team to serve next is then indicated by the 1<sup>st</sup> referee.</b>	17.3, D11(23)  12.2.2, D11(2)
<b>23</b>	<b>1<sup>ST</sup> REFEREE</b>	
<b>23.1</b>	<b>LOCATION</b>  The 1 <sup>st</sup> referee carries out his/her functions standing on a referee's stand located at one end of the net on the opposite side to the scorer. His/her view must be approximately 50 cm above the net.	D.1a, D.1b, D.10
<b>23.2</b>	<b>AUTHORITY</b>	
23.2.1	The 1 <sup>st</sup> referee directs the match from the start until the end. He/she has authority over all members of the refereeing corps and the members of the teams.  During the match his/her decisions are final. He/she is authorized to overrule the decisions of other members of the refereeing corps, if it is noticed that they are mistaken.  He/she may even replace a member of the refereeing corps who is not performing his/her functions properly.	4.1.1, 6.3
23.2.2	He/she also controls the work of the ball retrievers, floor wipers and moppers.	3.3
23.2.3	He/she has the power to decide any matters involving the game, including those not provided for in the rules.	
23.2.4	He/she shall not permit any discussion about his/her decisions.  However, at the request of the game captain, the 1 <sup>st</sup> referee will give an explanation on the application or interpretation of the rules upon which he/she has based the decision.  <i><b>Tutor Note:</b> Referees should use technical language to explain the decision and not enter into discussions with game captains or other team members.</i>  If the game captain does not agree with this explanation and chooses to protest against such decision, he/she must immediately reserve the right to file and record this protest at the conclusion of the match. The 1 <sup>st</sup> referee must authorize this right of the game captain.	20.1.2 5.1.2.1 5.1.3.2, 25.2.3.2

**Tutor Note:** The scorer will usually write what is dictated by the game captain.

23.2.5	The 1 <sup>st</sup> referee is responsible for determining before and during the match whether the playing area equipment and the conditions meet playing requirements.	Chapter I, 23.3.1.1
	<b>Tutor Note:</b> Where the facilities are not in accordance with the playing requirements, the referee must request changes to bring the conditions to the correct level.	
<b>23.3</b>	<b>RESPONSIBILITIES</b>	
23.3.1	Prior to the match, the 1 <sup>st</sup> referee:	
23.3.1.1	inspects the conditions of the playing area, the balls and other equipment;	Chapter I, 23.2.5
23.3.1.2	performs the toss with the team captains;	7.1
23.3.1.3	controls the teams' warming-up.	7.2
23.3.2	During the match, he/she is authorized:	
23.3.2.1	to issue warnings to the teams;	21.1
23.3.2.2	to sanction misconduct and delays;	16.2, 21.2, D11(6a,b) D7, D8, D9
23.3.2.3	to decide upon:	
	a) the faults of the server and of the positions of the serving team, including the screen;	7.5, 12.4, 12.5, 12.7.1, D4, D6, D11(12,13)
	b) the faults in playing the ball;	9.3, D11(16, 17
	c) the faults above the net, and the faulty contact of the player with the net, primarily on the attacker's side.;	11.3.1, 11.4.1, 11.4.4, D11(20)
	<b>Tutor note:</b> with the change in the net fault rule we can say that the 1 <sup>st</sup> referee concentrates on the whole net on the attacker's side	
	d) the attack hit faults of the Libero and back-row players;	13.3.3, 13.3.5 24.3.2.4, D8, D11 (21)
	e) the completed attack hits made by a player on a ball above net height coming from an overhand pass with fingers by the Libero in his/her front zone;	1.4.1, 13.3.6, 24.3.2.4, D11 (21)
	f) the ball crossing completely the lower space under the net;	8.4.5,

		24.3.2.7, D5a D11(22)
	g) the completed block by back row players or the attempted block by the Libero.	14.6.2, 14.6.6 , D11 (12)
23.3.3	At the end of the match, he/she checks the score sheet and signs it.	24.3.3, 25.2.3.3
<b>24</b>	<b>2<sup>nd</sup> REFEREE</b>	
<b>24.1</b>	<b>LOCATION</b>	
	The 2 <sup>nd</sup> referee performs his/her functions standing outside the playing court near the post, on the opposite side of and facing the 1 <sup>st</sup> referee.	D.1a, D.1b, D.10
<b>24.2</b>	<b>AUTHORITY</b>	
24.2.1	The 2 <sup>nd</sup> referee is the assistant of the 1 <sup>st</sup> referee, but has also his/her own range of jurisdiction.  Should the 1 <sup>st</sup> referee become unable to continue his/her work, the 2 <sup>nd</sup> referee may replace him/ her.	24.3
24.2.2	He/she may, without whistling, also signal faults outside his/her range of jurisdiction, but may not insist on them to the 1 <sup>st</sup> referee.	24.3
24.2.3	He/she controls the work of the scorer(s).	25.2, 26.2
24.2.4	He/she supervises the team members on the team bench and reports their misconduct to the 1 <sup>st</sup> referee.	4.2.1
24.2.5	He/she controls the players in the warm-up areas.	4.2.3
24.2.6	He/she authorizes the regular game interruptions, controls their duration and rejects improper requests.  <i><b>Tutor Note:</b> Even with the new substitution procedure this is true. And with an inexperienced scorer, or no buzzer, the second referee's whistle can still be used to authorise the substitution.</i>	15, 15.11, 25.2.2.3
24.2.7	He/she controls the number of time-outs and substitutions used by each team and reports the 2nd time-out and 5th and 6th substitutions to the 1 <sup>st</sup> referee and the coach concerned.  <i><b>Tutor Note:</b> Still true.</i>	15.1, 25.2.2.3
24.2.8	In the case of an injury of a player, he/she authorizes an exceptional substitution or grants a 3-minute recovery time.	15.7, 17.1.2
24.2.9	He/she checks the floor condition, mainly in the front zone. He/she also checks, during the match, that the balls still fulfil the regulations.	1.2.1, 3.
24.2.10	He/she supervises the team members in the penalty areas and reports their misconduct to the 1 <sup>st</sup> referee.	1.4.6, 21.3.2

**For FIVB, World and Official Competitions, the duties recorded under 24.2.5 and 24.2.10 are carried out by the Reserve Referee.**

## **24.3 RESPONSIBILITIES**

- |          |  |  |
|----------|--|--|
| 24.3.1   | At the start of each set, at the change of courts in the deciding set and whenever necessary, the 2 <sup>nd</sup> referee checks that the actual positions of the players on the court correspond to those on the line-up sheets.  | 5.2.3.1,<br>7.3.2,<br>7.3.5, 18.2.2                                  |
| 24.3.2   | During the match, he/she decides, whistles and signals:  |  |
| 24.3.2.1 | penetration into the opponent's court, and the space under the net;  | 1.3.3, 11.2,<br>D5a, D11(22)   |
| 24.3.2.2 | positional faults of the receiving team;   | 7.5, D4,<br>D11(13)  |
| 24.3.2.3 | the faulty contact of the player with the net primarily on the blocker's side and with the antenna on his/her side of the court;<br><br><i><b>Tutor Note:</b> Please WHISTLE the antenna fault; and look at the whole net on the block side!</i>   | 11.3.1   |
| 24.3.2.4 | the completed block by back row players or the attempted block by the Libero; or the attack hit fault by back row players or by the Libero;  | 13.3.3,14.6.2,<br>14.6.6, D8<br>23.3.2.3d,e,g<br>D11 (12,<br>D11(21) |
| 24.3.2.5 | the contact of the ball with an outside object;<br><br><i><b>Tutor Note:</b> Please whistle when the ball hits the ceiling lights or beams</i>   | 8.4.2, 8.4.3,<br>D11(15)   |
| 24.3.2.6 | the contact of the ball with the floor when the 1 <sup>st</sup> referee is not in position to see the contact;   | 8.3  |
| 24.3.2.7 | the ball that crosses the net totally or partly outside of the crossing space to the opponent's court or contacts the antenna on his/her side of the court.<br><br><i><b>Tutor Note:</b> Notice this is FREE ZONE to OPPONENT COURT so the 2<sup>nd</sup> referee needs to take up good position) Tutor Note: Please WHISTLE this!</i> | 8.4.3, 8.4.4,<br>D5a,<br>D11(15)                                     |
| 24.3.3   | At the end of the match, he/ she checks and signs the score sheet.   | 23.3.3,<br>25.2.3.3  |

## **25 SCORER**

### **25.1 LOCATION**

The scorer performs his/her functions seated at the scorer's table on the opposite side of the court from and facing the 1 <sup>st</sup> referee.	D.1a,D1b, D.10
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## 25.2 RESPONSIBILITIES

He/she keeps the score sheet according to the rules, co-operating with the 2<sup>nd</sup> referee.

He/she uses a buzzer or other sound device to notify irregularities or give signals to the referees on the basis of his/her responsibilities.

25.2.1 Prior to the match and set, the scorer:

25.2.1.1 registers the data of the match and teams, including the names and numbers of the Liberos, according to the procedures in force, and obtains the signatures of the captains and the coaches; 4.1, 5.1.1, 5.2.2, 7.3.2, 19.1.2, 19.4.2.6

25.2.1.2 records the starting line-up of each team from the line-up sheet. 5.2.3.1, 7.3.2

If he/she fails to receive the line-up sheets on time, he/she immediately notifies this fact to the 2<sup>nd</sup> referee. 5.2.3.1

25.2.2 During the match, the scorer:

25.2.2.1 records the points scored; 6.1

25.2.2.2 controls the serving order of each team and indicates any error to the referees immediately after the service hit; 12.2

25.2.2.3 is empowered to acknowledge and announce requests for player substitutions by use of the buzzer, controlling their number, and records the substitutions and time-outs, informing the 2<sup>nd</sup> referee; 15.1, 15.4.1, 15.10.3c, 24.2.6, 24.2.7  
**Tutor Note:** The scorer does not authorise the substitution – that must still remain with the 2<sup>nd</sup> referee!

25.2.2.4 notifies the referees of a request for regular game interruption that is out of order; 15.11

25.2.2.5 announces to the referees the ends of the sets, and the scoring of the 8th point in the deciding set; 6.2, 15.4.1, 18.2.2

25.2.2.6 records misconduct warnings, sanctions and improper requests; 15.11.3, 16.2, 21.3

25.2.2.7 records all other events as instructed by the 2<sup>nd</sup> referee, i.e. exceptional substitutions, recovery time, prolonged interruptions, external interference, re-designation, etc.; 15.7, 17.1.2, 17.2, 17.3, 19.4

25.2.2.8 controls the interval between sets. 18.1

25.2.3 At the end of the match, the scorer:

25.2.3.1 records the final result; 6.3

25.2.3.2 in the case of protest, with the previous authorization of the 1<sup>st</sup> referee, writes or permits the team/ game captain to write on the score sheet a statement on the incident being protested; 5.1.2.1, 5.1.3.2, 23.2.4

25.2.3.3	signs the score sheet him/herself, before obtaining the signatures of the team captains and then the referees.	5.1.3.1, 23.3.3 24.3.3
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## 26. ASSISTANT SCORER

26.1	<b>LOCATION</b>	22.1, D1a, D1b, D10
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The assistant scorer performs his/her functions seated beside the scorer at the scorer's table.

26.2	<b>RESPONSIBILITIES</b>	19.3
------	-------------------------	------

He/she records the replacements involving the Libero.

He/she assists with the administrative duties of the scorer's work.

Should the scorer become unable to continue his/her work, the assistant scorer substitutes for the scorer.

26.2.1	Prior to the match and set, the assistant scorer:
--------	---

26.2.1.1	prepares the Libero control sheet;
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26.2.1.2	prepares the reserve score sheet.
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26.2.2	During the match, the assistant scorer:
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26.2.2.1	records the details of the Libero replacements/ re-designations;	19.3.1.1, 19.4
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26.2.2.2	notifies the referees of any fault of the Libero replacement, by using the buzzer;	19.3.2
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26.2.2.3	starts and ends the timing of Technical Time-outs;	15.4.1
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26.2.2.4	operates the manual scoreboard on the scorer's table;
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26.2.2.5	checks that the scoreboards agree;	25.2.2.1
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26.2.2.6	if necessary, updates the reserve score sheet and gives it to the scorer.	25.2.1.1
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26.2.3	At the end of the match, the assistant scorer:
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26.2.3.1	signs the Libero control sheet and submits it for checking;
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26.2.3.2	signs the score sheet.
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**For FIVB, World and Official Competitions which use an e-score sheet, the Assistant Scorer acts with the Scorer to announce the substitutions and identify the Libero replacements.**

## 27. LINE JUDGES

27.1	<b>LOCATION</b>
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If only two line judges are used, they stand at the corners of the court closest to the right hand of each referee, diagonally at 1 to 2 m from the corner.	D.1a, D.1b, D.10
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Each one of them controls both the end line and side line on his/her side.

**For FIVB, World and Official Competitions, it is compulsory to have four line judges.**

**They stand in the free zone at 1 to 3 m from each corner of the court, on the imaginary extension of the line that they control.** D.10

## **27.2 RESPONSIBILITIES**

- |          |   |   |
|----------|---|---|
| 27.2.1   | The line judges perform their functions by using flags (40 x 40 cm), to signal:   | D12                                     |
| 27.2.1.1 | the ball "in" and "out" whenever the ball lands near their line(s);   | 8.3, 8.4<br>D12 (1,2)                   |
| 27.2.1.2 | the touches of "out" balls by the team receiving the ball;  | 8.4, D.12 (3)                           |
| 27.2.1.3 | the ball touching the antenna, the served ball and the third hit of the team crossing the net outside the crossing space, etc.;                               | 8.4.3, 8.4.4,<br>10.1.1, D5a<br>D12 (4) |
| 27.2.1.4 | any player (except the server) stepping outside of his/her court at the moment of the service hit;  | 7.4, 12.4.3,<br>D.12 (4)                |
| 27.2.1.5 | the foot faults of the server;  | 12.4.3                                  |
| 27.2.1.6 | any contact with the top 80cm of the antenna on their side of the court by any player during his/her action of playing the ball or interfering with the play; | 11.3.1,<br>11.4.4<br>D3, D.12 (4)       |
| 27.2.1.7 | the ball crossing the net outside the crossing space into the opponent's court or touching the antenna on his/her side of the court.                          | 10.1.1, D5a<br>D12 (4)                  |
| 27.2.2   | At the 1 <sup>st</sup> referee's request, a line judge must repeat his/her signal.  |   |

## **28. OFFICIAL SIGNALS**

### **28.1 REFEREES' HAND SIGNALS** D.11

The referees must indicate with the official hand signal the reason for their whistle (the nature of the fault whistled or the purpose of the interruption authorized). The signal has to be maintained for a moment and, if it is indicated with one hand, the hand corresponds to the side of the team which has made the fault or the request.

### **28.2 LINE JUDGES' FLAG SIGNALS** D.12

The line judges must indicate with the official flag signal the nature of the fault called, and maintain the signal for a moment.

**Tutor Note:** *While maintaining the signal, the line judge must look at the face of the referee.*

### PART 3

#### DEFINITIONS

<b>Competition /Control Area:</b>  <b>Aire de contrôle de la compétition</b>	The Competition /Control Area is a corridor around the playing court and free zone, which includes all spaces up to the outer barriers or delimitation fence. See diagram/fig 1a.	L'aire de contrôle de la compétition est un couloir autour du terrain de jeu et de la zone libre, qui inclut tous les espaces jusqu'aux barrières extérieures ou de délimitation. (Voir diagramme/fig. 1a)
<b>Zones:</b>	These are sections within the playing area (i.e. playing court and free zone) as defined for a specific purpose (or with special restrictions) within the rule text. These include: Front Zone, Service Zone, Substitution Zone, Free Zone, Back Zone, and Libero	Ce sont les sections dans l'aire de jeu (c à d le terrain de jeu et de la zone libre) ainsi définie dans le présent règlement. Elles comprennent les zones d'attaque, de service, de substitution, libre, arrière et de changement du libéro.
<b>Areas:</b>  <b>Aires :</b>	These are sections of the floor OUTSIDE the free zone, identified by the rules as having a specific function. These include: warm-up area and penalty area.	Ce sont les sections du terrain EN DEHORS de la zone libre, qui ont une fonction spécifique telle que zone d'échauffement et zone de pénalité.
<b>Lower Space:</b>  <b>Espace inférieur</b>	This is the space defined as its upper part by the bottom of the net and the cord joining it to the posts, at the sides by the posts, and the bottom by the playing surface.	Cet espace est définie dans sa partie supérieure entre la partie inférieure du filet et de la corde le reliant, sur les côtés, aux poteaux et dans sa partie inférieure par la surface de jeu.

<b>Crossing Space:</b>  <b>Espace de passage:</b>	The crossing space is defined by: <ul style="list-style-type: none"> <li>- The horizontal band at the top of the net</li> <li>- The antennae and their extension</li> <li>- The ceiling</li> </ul> The ball must cross to the opponent's COURT through the crossing space.	L'espace de passage est définie par:- <ul style="list-style-type: none"> <li>-La bande horizontale au sommet du filet :</li> <li>-Les antennes et leur extension ;</li> <li>-Le plafond.</li> </ul> La balle doit passer dans le CAMP adverse par ce passage.
<b>External Space:</b>	The external space is in the vertical plane of the net outside of the crossing and lower spaces.	L'espace extérieur est le plan vertical du filet en dehors des espaces de passage et inférieur.
<b>Substitution Zone:</b>	This is the part of the free zone through which substitutions are carried out.	La zone de substitution est une partie de la zone libre dans laquelle s'effectuent les remplacements.
<b>Unless by agreement of FIVB:</b>  <b>A moins de recevoir l'accord de la FIVB:</b>	This statement recognizes that while there are regulations on the standards and specification of equipment and facilities, there are occasions when special arrangements can be made by FIVB in order to promote the game of Volleyball or to test new	Ceci signifie que les règlements standards concernant les équipements et les facilités peuvent être modifiés lors d'occasions particulières par la FIVB afin de promouvoir le Volleyball ou de tester de nouvelles conditions.
<b>FIVB Standards:</b>	The technical specifications or limits as defined by FIVB to the manufacturers of equipment.	Les spécificités techniques ou limites telles que définies par la FIVB aux fabricants d'équipement.
<b>Penalty Area:</b>  <b>Zone de pénalité:</b>	In each half of the competition/control area, there is a Penalty Area located behind the prolongation of the end line, outside the free zone and should be placed a minimum of 1.5 metres behind the rear edge of	La zone de pénalité est située dans chaque partie de l'aire de contrôle de la compétition, derrière la ligne de prolongement en dehors de la zone libre doit être placée au minimum à 1.5 mètre derrière le
<b>Fault:</b>  <b>Faute:</b>	a) A playing action contrary to the rules. b) A rule violation other than a playing action.	(i) Une action de jeu contraire aux règles. (ii) Une violation des règles autre qu'une action de jeu.

<b>Dribbling:</b>  <b>Dribble:</b>	Dribbling means bouncing the ball (usually as a preparation to tossing and serving). Other preparatory actions could include (amongst others) moving the ball from hand to hand.	On dribble lorsque l'on fait rebondir le ballon (habituellement lors de préparation d'un lancer ou d'un service). D'autres actions de préparation peuvent inclure (entre autre) la déplacement le ballon d'une main à l'autre.
<b>Technical Time-Out:</b>  <b>Temps mort technique:</b>	This special mandatory time-out is, in addition to time-outs, to allow the promotion of Volleyball analysis of the play and to allow additional commercial opportunities. Technical Time-Outs are mandatory for FIVB World and Official competitions.	Ce temps mort spécial permet, en plus des autres temps morts, la promotion du Volleyball par l'analyse du jeu ainsi que la diffusion de publicité. Les temps morts techniques sont obligatoires lors des compétitions officielles de la FIVB.
<b>Ball Retrievers:</b>  <b>Ramasseurs de ballon:</b>	These are personnel whose job it is to maintain the flow of the game by rolling the ball to the server between rallies.	C'est le personnel chargé de maintenir la fluidité du jeu en faisant rouler le ballon jusqu'au serveur entre les échanges.
<b>Rally Point:</b>	This is the system of scoring a point whenever a rally is won.	Un point est marqué chaque fois qu'un échange est gagné.
<b>Interval:</b>	The time between sets. The change of courts in the 5 <sup>th</sup> (deciding) set is not to be regarded as an interval.	Temps entre les sets: La changement de court au cinquième set (décisif ne doit pas être vu comme un intervalle
<b>Re-designation:</b>	This is the act by which a Libero, who cannot continue or is declared by the team "unable to play", has his/ her role taken by any other player (except the regular replacement player) not on the court at the moment of the re- designation.	

<b>Replacement:</b>	This is the act by which a regular player leaves the court and either Libero (if more than one) takes his/ her place. This can even include Libero for Libero exchanges. The regular player can then replace either Libero. There must be a completed rally between replacements involving any Libero.	
<b>Interfering:</b>	Any action which will create an advantage against the opponent team or any action which prevents an opponent from playing the ball.	
<b>Outside Object:</b>  <b>Objet extérieur:</b>	An object or a person which while outside the playing court or close to the limit of the free playing space provides an obstruction to the flight of the ball. For example: Overhead lights, the referee's chair, TV equipments, scorer's table, and net posts. Outside objects do not include the antennae since they are considered as the part of the net.	Un objet ou une personne hors du terrain de jeu ou proche des limites de la zone libre qui est la cause d'une obstruction à la trajectoire de la balle. Par exemple. Spots d'éclairages, le podium de l'arbitre, des équipements de TV, la table du marqueur, les poteaux,. Les antennes ne sont pas considérées comme un objet extérieur mais bien comme une partie du filet.
<b>Substitution:</b>	This is the act by which one regular player leaves the court and another regular player takes his/ her place.	
<b>O-2bis</b>	An FIVB official form which registers players and team officials. It should be presented during the Preliminary Inquiry	





## Update Appendices and Diagrams

### Sanctions Scale and Consequences

**Note: the application of the yellow card is not a sanction. Sanctions are shown in the table below:**

Categories	Occurrence	Offender	Sanction	Cards	Consequence
Rude Conduct	First	<b>Any member</b>	Penalty	Red	<b>A point and service to the opponent</b>
	Second	<b>Same member</b>	Expulsion	Red + Yellow Jointly	<b>Player leaves playing area and stays in the penalty area for the remainder of the set.</b>
	Third	<b>Same member</b>	Disqualification	Red + yellow separately	<b>Player leaves the Competition-Control Area for the remainder of the match.</b>
Offensive Conduct	First	<b>Any member</b>	Expulsion	Red + Yellow jointly	<b>Player leaves the playing area and stays in the penalty area for the remainder of the set</b>
	Second	<b>Same member</b>	Disqualification	Red + yellow separately	<b>Player leaves the Competition-Control Area for the remainder of the match.</b>
Aggression	First	<b>Any member</b>	Disqualification	Red + Yellow separately	<b>Player leaves the Competition-Control Area for the remainder of the match.</b>

### Delay Sanctions Scale and Consequences

Categories	Occurrence	Offender	Sanction	Cards	Consequence
Delay	First	Any member of the team	Delay warning	Hand signal No. 25 with yellow card	Prevention – no penalty
	Second and subsequent	Any member of the team	Delay penalty	Hand signal No. 25 with red card	A point and service to the opponent

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