



OFFICIAL STANDING VOLLEYBALL RULES

2005 - 2008

**To be applied in all
World, International, National and League Competitions.
(Updated May 2006)**

NOTE :-

All diagram references are to FIVB diagrams.

**OFFICIAL STANDING VOLLEYBALL RULES
APPROVED BY THE WOVD**

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GAME CHARACTERISTICS

Volleyball is a sport played by two teams on a playing court divided by a net. There are different versions available for specific circumstances in order to offer the versatility of the game to everyone.

The object of the game is to send the ball over the net in order to ground it on the opponent's court, and to prevent the same effort by the opponent. The team has three hits for returning the ball (in addition to the block contact).

The ball is put in play with a service: hit by the server over the net to the opponents. The rally continues until the ball is grounded on the playing court, goes "out" or a team fails to return it properly.

In Volleyball, the team winning a rally scores a point (Rally Point System). When the receiving team wins a rally, it gains a point and the right to serve, and its players rotate one position clockwise.

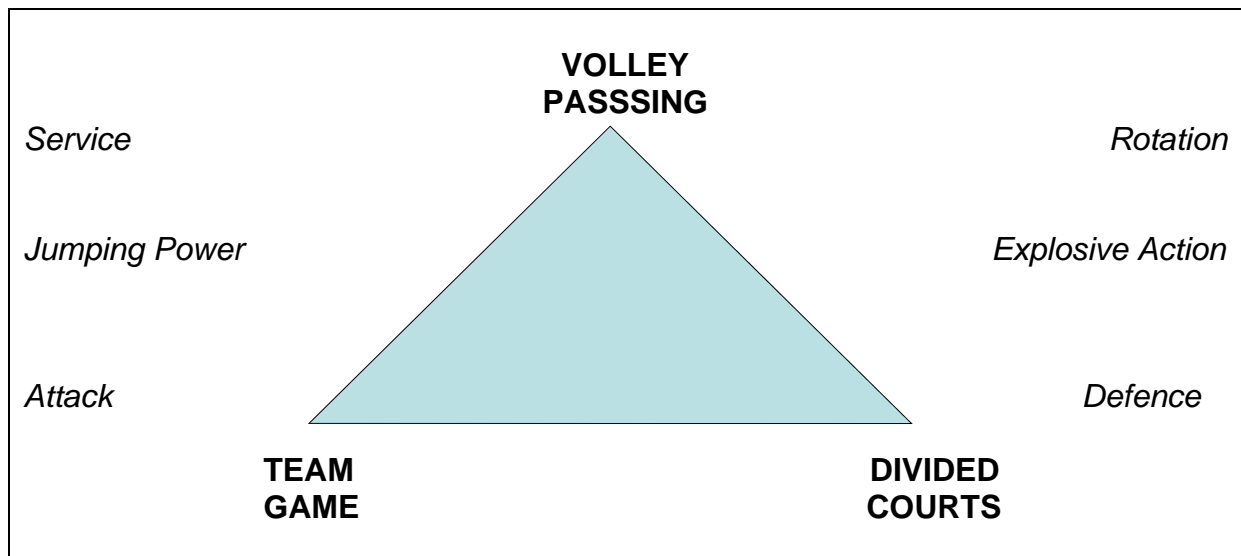
The WOVD
Philosophy of the Rules and Refereeing
is in agreement with that of FIVB, as described in
the following pages.

PART 1

PHILOSOPHY OF THE RULES AND REFEREEING

Introduction

Volleyball is one of the most successful and popular competitive and recreational sports in the world. It is **fast**, it is **exciting** and the action is **explosive**. Yet volleyball comprises several crucial overlapping elements whose complementary **interactions** render it unique amongst rally games.



In recent years the FIVB has made great strides in adapting the game to a modern audience.

This text is aimed at a broad volleyball public – players, coaches, referees, spectators, or commentators for the following reasons:

- understanding the rules allows better play – coaches can create better team structure and tactics, allowing players full rein to display their skills;
- understanding the relationship between rules allows officials to make better decisions.

This introduction at first focuses on volleyball as a competitive sport, before setting out to identify the main qualities required for successful refereeing.

Volleyball as a Competitive Sport

Competition taps latent strengths. It exhibits the best of ability, spirit, creativity and aesthetics. The rules are structured to allow all of these qualities. With a few exceptions, volleyball allows **all** players to operate both at the net (in attack) and in the back of the court (to defend or serve).

William Morgan, the game's creator, would still recognize it because volleyball has retained certain distinctive and essential elements over the years. Some of these it shares with other net/ball/racquet games:

- service;
- rotation (taking turns to serve);
- attack;
- defence.

Volleyball is however, unique amongst net games in insisting that the ball is in constant flight – a “flying ball” – and by allowing each team a degree of internal passing before the ball must be returned to the opponents.

The introduction of a specialist defensive player – the Libero – has moved the game forward in terms of rally length and multi-phase play. Modifications to the service rule have changed the act of service from simply a means of putting the ball in play to an offensive weapon.

The concept of rotation is entrenched to allow for all-round athletes. The rules on player positions must permit teams to have flexibility and to create interesting developments in tactics.

Competitors use this framework to contest techniques, tactics and power. The framework allows players a freedom of expression to enthuse spectators and viewers.

And the image of volleyball is increasingly a good one.

As the game evolves, there is no doubt that it will change – even better, stronger and faster.

The Referee within this Framework

The essence of a good official lies in the concept of fairness and consistency:

- to be fair to every participant
- to be viewed as fair by the spectators,

This demands a huge element of trust – the referee must be trusted to allow the players to entertain:

- by being **accurate** in his/her **judgement**

- **by understanding why the rule is written**
- by being an **efficient organiser**;
- by allowing the competition to flow and by **directing** it to a conclusion;
- by being an **educator** – using the rules to penalise the unfair and admonish the impolite;
- by **promoting** the game – that is, by **allowing the spectacular** elements in the game to shine and the best players to do what they do best: **entertain** the public.

Finally we can say that a good referee will use the rules to make the competition a fulfilling experience for **all** concerned.

To those who have read so far, view the Rules which follow as the current state of development of a great game, but keep in mind why these preceding few paragraphs may be of equal importance to you in your position within the sport.

OFFICIAL STANDING VOLLEYBALL RULES 2005 – 2008

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PART 2

SECTION I

THE GAME

DEFINITIONS

Areas :	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.
Ball Retrievers :	These are personnel whose job it is to maintain the flow of the game by feeding the ball to the server between rallies.
Caution :	A mild verbal reprimand given by the 1 st referee to a game captain, concerning a late Libero replacement.
Competition Control Area :	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).
Crossing Space :	<p>The crossing space is defined by:</p> <ul style="list-style-type: none"> - the horizontal band at the top of the net; - the antennae and their extension; - the ceiling. <p>The ball must cross to the opponent's COURT through the crossing space.</p>
Dribbling/Preparatory Actions :	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.
External Space :	The external space is in the vertical plane of the net outside of the crossing and lower spaces.
Fault :	<p>(i) A playing action contrary to the rules.</p> <p>(ii) A rule violation other than a playing action.</p>
FIVB/WOVD Standards :	The technical specifications or limits as defined by FIVB/WOVD to the manufacturers of equipment.
Interval :	The time between sets. The change of courts in the fifth (deciding) set is not to be regarded as an interval.
Lower Space :	This is the space defined at its upper part by the bottom of the net and the cord adjoining it to the posts, at the sides by the posts, and at the bottom by the playing surface.
Penalty Area :	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. Each Penalty Area should be placed a minimum of 1.5 metres behind the rear edge of the team bench.
Rally Point :	This is the system of scoring a point whenever a rally is won.
Substitution Zone :	This is the part of the free zone through which substitutions are carried out.
Technical Time Out :	This special mandatory time out is, in addition to time outs, to allow the promotion of volleyball by analysis of the play and to allow additional commercial opportunities. Technical Time Outs are mandatory for FIVB World and Official competitions.
Unless by agreement of WOVD :	This statement recognises that while there are regulations on the standards and specification of equipment and facilities, there are occasions when special arrangements can be made by WOVD in order to promote the game of volleyball or to test new conditions.
Zones :	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 Replacement Zone.

CHAPTER ONE

FACILITIES AND EQUIPMENT

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,

1.1 DIMENSIONS

D.2

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

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.

For WOVD, World Competitions and Zonal Championships, the free zone shall measure a minimum of 5 m from the sidelines and 8 m from the end lines. The free playing space shall measure a minimum of 12.5 m in height from the playing surface.

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.

For WOVD, World Competitions and Zonal Championships, only a wooden or synthetic surface is allowed. Any surface must be previously approved by the WOVD.

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

For WOVD, World Competitions and Zonal Championships, 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

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

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

1.3.2 Boundary Lines

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

1.3.3 Centre line

The axis of the centre line divides the playing court into two equal courts measuring 9 m 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 sideline to sideline. D.2

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

For WOVD, World Competitions and Zonal Championships, the attack line is extended by the addition of broken lines from the sidelines, with five 15 cm short lines 5 cm wide, drawn 20 cm from each other to a total length of 1.75 m. D.2

1.4 ZONES AND AREAS

D.1b, D.2

1.4.1 Front zone

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

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

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 20cm behind the end line as an extension of the sidelines. Both short lines are included in the width of the service zone. 1.3.2, D.1b

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

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,
D.1b

1.4.4 Warm-up area

For WOVD, World Competitions and Zonal Championships, the warm-up areas, sized approximately 3 m x 3 m, are located in both of the bench-side corners, outside the free zone.

D.1a, D1b

1.4.5 Penalty area

A penalty area, sized approximately 1 m 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.

D.1a, D.1b

1.5 TEMPERATURE

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

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

1.6 LIGHTING

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

1.

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 sidelines 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

At the 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, 5 cm 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 sideline. 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

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.

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

2.5 POSTS

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

For WOVD, World Competitions and Zonal Championships, the posts supporting the net are placed at a distance of 1 m outside the sidelines.

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

2.6 ADDITIONAL EQUIPMENT

All additional equipment is determined by WOVD 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 WOVD, World Competitions and Zonal Championships should comply with WOVD 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/cm² (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.

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

3.3 THREE-BALL SYSTEM

For WOVD, World Competitions and Zonal Championships, three 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

CHAPTER TWO

PARTICIPANTS

See Rules

4. TEAMS

4.1 TEAM COMPOSITION

- 4.1.1 A team may consist of a maximum of 12 players, one coach, one assistant coach, one trainer and one medical doctor. 5.2, 5.3

For WOVD, World Competitions and Zonal Championships, the medical doctor must be accredited beforehand by the WOVD.

- 4.1.2 One of the players, other than the Libero, is the team captain, who shall be indicated on the scoresheet. 5.1, 19.1.3
- 4.1.3 Only the players recorded on the scoresheet may enter the court and play in the match. Once the coach and the team captain have signed the scoresheet, the recorded players cannot be changed. 1., 5.1.1, 5.2.2

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. 1.4.4, 5.2.3, 7.3.3
- The benches for the teams are located beside the scorer's table, outside the free zone. D.1a, D1b
- 4.2.2 Only the team members are permitted to sit on the bench during the match and to participate in the warm-up session. 4.1.1, 7.2
- 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; 1.4.4, 8.1, D.1a, D.1b
- 4.2.3.2 during time-outs and technical time-outs: in the free zone behind their playing court. 1.3.3, 15.4
- 4.2.4 During set intervals, players may warm-up using balls in the free zone. 18.1

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

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

For WOVD, World Competitions and Zonal Championships, it is forbidden to wear shoes with black marking soles. Jerseys and shorts should comply with WOVD standards.

- 4.3.3 Players' jerseys must be numbered from 1 to 18.

- 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.

For WOVD, World Competitions and Zonal Championships, the players' 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 number shall be a minimum of 1 cm in width.

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

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

4.4 CHANGE OF EQUIPMENT

The first referee may authorise one or more players: 23.

- 4.4.1 to play barefoot,

For WOVD, World Competitions and Zonal Championships it is forbidden to play barefoot.

- 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

See Rules

- 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 Libero) and numbered according to Rule 4.3.3. 4.1.1, 19.2

4.5 FORBIDDEN OBJECTS

- 4.5.1 It is forbidden to wear objects which may cause injury, or give an unfair artificial advantage to the player. Bandages may be worn, but anything that may be dangerous is not permitted.
- 4.5.2 Players may wear glasses or lenses at their own risk.

5. TEAM LEADERS

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

The Libero cannot be the team captain. 19.1.3

5.1 CAPTAIN

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

- 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. 6.2, 19.1.3

When the ball is out of play, only the game captain is authorised to speak to the referees: 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 team-mates. If the game captain does not agree with the explanation of the first referee, he/she may choose to protest against such decision and immediately indicates to the first referee that he/she reserves the right to record an official protest on the scoresheet at the end of the match; 23.2.4

		See Rules
5.1.2.2	to ask authorisation:	
	a) to change all or part of the equipment,	4.3, 4.4.2
	b) to verify the positions of the teams,	7.4
	c) to check the floor, the net, the ball, etc.;	1.2, 2, 3
5.1.2.3	to request time-outs and substitutions.	15.2.1, 15.4, 15.5
5.1.3	AT THE END OF THE MATCH, the team captain:	6.3
5.1.3.1	thanks the referees and signs the scoresheet to ratify the outcome;	25.2.3.3
5.1.3.2	when it has been notified in due time to the first referee, may confirm and record on the scoresheet an official protest regarding the referee's application or interpretation of the Rules.	5.1.2.1, 25.2.3.2

At WOVD, World Competitions and Zonal Championships, any protest made must be written in English.

5.2 COACH

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, their substitutes, and takes time-outs. In these functions his/her contacting official is the second referee.	1.1, 7.3.2, 15.4, 15.5
5.2.2	PRIOR TO THE MATCH, the coach records or checks the names and numbers of his/her players on the scoresheet, and then signs it.	4.1, 25.2.1.1
5.2.3	DURING THE MATCH, the coach:	
5.2.3.1	prior to each set, gives the scorer or the second referee the line up sheet(s) duly filled in and signed;	7.3.2
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
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, 1.4.4

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, the assistant coach may, at the request of the game captain and with the authorisation of the first referee, assume the coach's functions. 5.1.2, 5.2

CHAPTER THREE

PLAYING FORMAT

See Rules

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 playing 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:

- 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. D.11 (23)

6.1.3 *Consequences of winning a 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. 8.1, 8.2

- 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.

See Rules

6.2 TO WIN A SET

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

6.3 TO WIN THE MATCH

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 set (the 5th) is played to 15 points with a minimum lead of 2 points.

7.1,
15.4.1

6.4 DEFAULT AND INCOMPLETE TEAM

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

7. STRUCTURE OF PLAY

7.1 THE TOSS

Before the match, the first 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 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, 12.1.1

OR

7.1.2.2 the side of the court.

The loser takes the remaining choice.

7.1.3 In the case of consecutive warm-ups, the team that has the first service takes the first turn at the net. 7.2

7.2 WARM-UP SESSION

7.2.1 Prior to the match, if the teams have previously had a playing court at their disposal, they are entitled to a 6-minute warm-up period together at the net; if not, they may have 10 minutes.

7.2.2 If either captain requests separate (consecutive) warm-ups at the net, the teams may do so for 3 minutes each or 5 minutes each, according to Rule 7.2.1. 7.2.1

7.3 TEAM STARTING LINE-UP

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

The six players on court must include a minimum of one 'C' class player, and may include a maximum of one 'A' class player. If a Libero is on court, the six players must still satisfy this requirement. 15.6.4, 15.9.2

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

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 second referee or the scorer. 5.2.3.1, 19.1.2, 24.3.1, 25.2.1.2

7.3.3 The players who are not in the starting line-up of a set are the substitutes for that set (except for the Libero). 7.3.2, 15.5, 19.1.2

7.3.4 Once the line-up sheet has been delivered to the second referee or scorer, no change in line-up may be authorised without a regular substitution. 15.2.2, 15.5

7.3.5	Discrepancies between players' positions on court and on the line up sheet are dealt with as follows:	See Rules 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 that on the line-up sheet - there will be no sanction;	7.3.2
7.3.5.2	when, before the start of the set, a 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), which will then be recorded on the scoresheet.	15.2.2
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
7.4.4	After the service hit, the players may move around and occupy any position on their court, and the free zone.	11.2.2

See Rules

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. 7.3, 7.4
- 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 loss of rally; 6.1.3
- 7.5.4.2 players' positions are rectified. 7.3, 7.4

7.6 ROTATION

- 7.6.1 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: 7.6.1, 12
- 7.7.1.1 the team is sanctioned with a loss of rally; 6.1.3
- 7.7.1.2 the players' rotational order is 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
- If that moment cannot be determined, no point(s) cancellation takes place, and loss of rally is the only sanction. 6.1.3

CHAPTER FOUR

PLAYING ACTIONS

See Rules

8. STATES OF PLAY

8.1 BALL IN PLAY

The ball is in play from the moment of the hit of the service authorised by the first referee. 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”

D.11 (14),
D.12 (1)

The ball is “in” when it touches the floor of the playing court including the boundary lines. 1.1, 1.3.2

8.4 BALL “OUT”

D.11(15)

The ball is “out” when:

8.4.1 the part of the ball which contacts the floor is completely outside the boundary lines; 1.3.2
D.12 (2)

8.4.2 it touches an object outside the court, the ceiling or a person out of play; D.12 (4)

8.4.3 it touches the antennae, ropes, posts or the net itself outside the side bands; 2.3,
D.5,
D.12 (4)

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. 10.1.1,
D.5,
D.12 (4)

8.4.5 it crosses completely the lower space under the net. 23.3.2.3,
D.5,
D.11 (22)

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.

The team is entitled to a maximum of three hits (in addition to blocking, Rule 14.4.1), 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, 9.2.3, 14.2, 14.2 & 14.4.2). 14.4.2

9.1.2 SIMULTANEOUS CONTACTS

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

9.1.2.1 When two (three) team-mates touch the ball simultaneously, it is counted as two (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 contacts by two opponents lead to a “CATCH”, it is a “DOUBLE FAULT” and the rally is replayed. 6.1.2.2, 9.2.2, D.11 (23)

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 reach the ball. 1

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.

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.
- 9.2.3 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 blocker(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

9.3 FAULTS IN PLAYING THE BALL

- 9.3.1 FOUR HITS: a team hits the ball four times before returning it. 9.1, D.11 (18)
- 9.3.2 ASSISTED HIT: a player takes support from a team-mate or any structure/object in order to reach the ball within the playing area. 9.1.3
- 9.3.3 CATCH: the ball is caught and/or thrown; it does not rebound from the hit 9.2.2, D.11 (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, D.11 (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; 10.2, D.5
- 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

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.

The opponent team may not prevent such action.

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

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

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.

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 opponents' play.

- 11.2.2 Penetration into the opponent's court, beyond the centre line: 1.3.3, D.11 (22)
- 11.2.2.1 To touch the opponent's court with a foot(feet) or hand(s) is permitted, provided that some part of the penetrating foot(feet) or hand(s) remains either in contact with or directly above the centre line. 1.3.3
- 11.2.2.2 To contact the opponent's court with any other part of the body is forbidden. 11.2.2.1, D.11 (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 opponents' play.

11.3 CONTACT WITH THE NET

- 11.3.1 Contact with the net by a player is not a fault, unless it is made during the action of playing the ball, or it interferes with the play. 11.4.4, 24.3.2.3
- Some actions of playing the ball may include actions in which players do not actually touch the ball.
- 11.3.2 Once the player has hit the ball, he/she may touch the post, rope or any other object outside the total length of the net provided that it does not interfere with play.
- 11.3.3 When the ball is driven into the net and causes 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 opponents' attack hit. 11.1.1, D.11 (20)
- 11.4.2 A player penetrates into the opponents' space under the net interfering with the latter's play. 11.2.1
- 11.4.3 A player penetrates into the opponents' court. 11.2.2.2, D.11 (22)
- 11.4.4 A player touches the net or the antenna during his/her action of playing the ball or interferes with the play. 11.3.1, D.11 (19)

12. SERVICE

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

12.1 FIRST SERVICE IN A SET

12.1.1 The first service of the first set, as well as that of the deciding set (the 5th) 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

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 AUTHORISATION OF THE SERVICE

The first referee authorises 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 (1,2)

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).

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

See Rules

- 12.4.3 At the moment of the service hit or take-off for a jump serve, the server must not touch the court (the end line included) or the ground outside the service zone. 1.4.2, 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 first 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
- 12.5 SCREENING** 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 or the flight path of the ball. 12.5.2
- 12.5.2 A player, or group of players, of the serving team makes a screen by waving arms, jumping or moving sideways, during the execution of the service, or by standing grouped to hide the flight path of the ball. 12.4, D.6
- 12.6 FAULTS MADE DURING THE SERVICE**
- 12.6.1 *Serving faults*
- The following faults lead to a change of service even if the opponent is out of position. The server: 12.2.2.2, 12.7.1
- 12.6.1.1 violates the service order, 12.2
- 12.6.1.2 does not execute the service properly. 12.4
- 12.6.2 *Faults after the service hit*
- 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, 10.1.1, D.11 (19)

See Rules

- | | | |
|----------|-----------------------|-----------|
| 12.6.2.2 | goes “out”, | 8.4, |
| | | D.11 (15) |
| 12.6.2.3 | passes over a screen. | 12.5, |
| | | D.11 (12) |

12.7 FAULTS MADE AFTER THE SERVICE 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,
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 ATTACK HIT 12, 14.1.1

- | | | |
|--------|--|-------|
| 13.1.1 | All actions which direct the ball towards the opponents, with the exception of service and block, are considered as attack hits. | D.2 |
| 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. | |

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 Rule 13.2.4). | 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 |

See Rules

- 13.2.3 A back-row player may also complete an attack hit from the front zone, if at the moment of the contact the ball is not entirely higher 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 opponents' service, when the ball is in the front zone and entirely higher than the top of the net. 1.4.1

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, D.11 (20)
- 13.3.2 A player hits the ball "out". 8.4, D.11 (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. 1.4.1, 7.4.1.2, 13.2.3, 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. 13.2.4, 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. 19.3.1.2, 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. 19.3.1.4, 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 opponents by reaching higher than the top of the net. Only front-row players are permitted to complete a block. 7.4.1

14.1.2 Block Attempt

A block attempt is the action of blocking without touching the ball.

		See Rules
14.1.3	Completed Block	
	A block is completed whenever the ball is touched by a blocker.	D.7
14.1.4	Collective Block	
	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 may occur by one or more blockers provided that the contacts are made during one action.	9.1.1, 9.2.3
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 opponents' play. Thus, it is not permitted to touch the ball beyond the net until an opponent has executed an attack hit.	13.1.1
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	The first hit after the block may be executed by any player, including the one who has touched the ball during the block.	
14.5	BLOCKING THE SERVICE	
	To block an opponent's service is forbidden.	
14.6	BLOCKING FAULTS	D.11 (12)
14.6.1	The blocker touches the ball in the opponents' space either before or simultaneously with the opponents' 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
14.6.3	Blocking the opponents' service.	14.5

See Rule

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,
19.3.1.3

CHAPTER FIVE

INTERRUPTIONS AND DELAYS

See Rules

15. REGULAR GAME INTERRUPTIONS

Regular game interruptions are TIME-OUTS and PLAYER SUBSTITUTIONS. 15.4, 15.5

15.1 NUMBER OF REGULAR INTERRUPTIONS

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

15.2 REQUEST FOR REGULAR INTERRUPTIONS

15.2.1 Interruptions may be requested by the coach or the game captain, and only by them. 5.1.2, 5.2, 15

The request is made by showing the corresponding hand signal, when the ball is out of play and before the whistle for service. 8.2, 12.3, D.11 (4,5)

For WOVD, World Competitions and Zonal Championships it is obligatory to use the buzzer and then the hand signal to request time-out.

15.2.2 Substitution before the start of a set is permitted, and should be recorded as a regular substitution in that set. 7.3.4

15.3 SEQUENCE OF INTERRUPTIONS

15.3.1 Request for one or two time-outs, and one request for player substitution by either team may follow one another, with no need to resume the game. 15.4, 15.5

15.3.2 However, a team is not authorised to make consecutive requests for player substitution during the same game interruption. Two or more players may be substituted during the same interruption. 15.5, 15.6.1

15.4 TIME-OUTS AND TECHNICAL TIME-OUTS

- 15.4.1 All time-outs that are requested last for 30 seconds. D.11(4)

For WOVD, World Competitions and Zonal Championships, in sets 1-4, two additional 60-second “Technical Time-Outs” may be applied automatically when the leading team reaches the 8th and 16th points if decided so by the competent body at the request of the organiser.

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.

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

15.5 SUBSTITUTION OF PLAYERS D.11 (5)

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. Substitution requires the referee’s authorization. D.11 (5) 15.10, 19.3.2

15.6 LIMITATION OF SUBSTITUTIONS

- 15.6.1 Six substitutions is the maximum permitted per team per set. One or more players may be substituted at the same time.

- 15.6.2 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

- 15.6.3 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

- 15.6.4 A substitution which would result in the team breaking the rules on classification is illegal and will not be permitted. 7.3.1 15.9.2

15.7 EXCEPTIONAL SUBSTITUTION

An injured player (except the Libero) who cannot continue playing 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 19.3.3

An exceptional substitution means that any player who is not on court at the time of the injury, except the Libero or his/her replacement player, may substitute into the game for the injured player. The substituted injured player is not allowed to re-enter the match.

An exceptional substitution cannot be counted in any case as a regular substitution.

15.8 SUBSTITUTION FOR EXPULSION OR DISQUALIFICATION

An EXPELLED or DISQUALIFIED player must be substituted 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

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)

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

15.9.2.1 the team is penalised with loss of rally, 6.1.3

15.9.2.2 the substitution is recrified,

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 Substitutions must be carried out within the substitution zone. 1.4.3, D.1b

15.10.2 A substitution shall only last the time needed for recording the substitution on the scoresheet, and allowing entry and exit of the players. 15.10.3, 25.2.2.3

15.10.3 At the moment of the substitution request, the substitute player(s) must be ready to enter the court, standing close to the substitution zone. 1.4.3, 7.3.3, 15.6.3

If that is not the case, the substitution is not granted and the team is sanctioned for a delay. 16.2

For WOVD, World Competitions and Zonal Championships, numbered paddles are used to facilitate the substitution.

- 15.10.4 If a team intends to make simultaneously more than one substitution, the number of substitutions must be indicated at the time of the request. In this case, substitutions must be made in succession, one pair of players after another. 5.2, 15.2.1, 15.3.2

15.11 IMPROPER REQUESTS

- 15.11.1 It is improper to request an interruption: 15
- 15.11.1 during a rally or at the moment of, or after the whistle to serve, 6.1.3, 15.2.1
- 15.11.1.2 by a non-authorised team member, 15.2.1
- 15.11.1.3 for player substitution before the game has been resumed from a previous substitution by the same team, 15.3.2
- 15.11.1.4 after having exhausted the authorised number of time-outs and player substitutions. 15.1
- 15.11.2 The first improper request in the match that does not affect or delay the game shall be rejected without any other consequences. 16.1
- 15.11.3 Repeated improper request in the match constitutes a delay. 16

16. GAME DELAYS

16.1 TYPES OF DELAY

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

- 16.1.1 delaying a substitution, 15.10.2
- 16.1.2 prolonging other 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, 15.11.2
- 16.1.5 delaying the game by a team member.

16.2 DELAY SANCTIONS

- 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 scoresheet. 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, 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”: loss of rally. 6.1.3, 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** 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.
- The rally is then replayed 6.1.3
- 17.1.2 If an injured 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. 6.3, 15.6, 15.7
- 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, play has to be stopped and the rally is replayed. 6.1.3

17.3 PROLONGED INTERRUPTIONS

- 17.3.1 If unforeseen circumstances interrupt the match, the first referee, the organiser and the Control Committee, if there is one, shall decide the measures to be taken to re-establish normal conditions. 6.3
- 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 and positions. The sets already played will keep their scores; 1., 7.3
- 17.3.2.2 if the match is resumed on another court, the interrupted set is cancelled and replayed with the same team members and the same starting line-ups. The sets already played will keep their scores. 7.3
- 17.3.3 Should one or several interruptions occur, exceeding 4 hours in total, the whole match shall be replayed. 6.3

18. INTERVALS AND CHANGE OF COURTS**18.1 INTERVALS**

- All intervals between sets last three minutes. 6.3.1, 4.2.4
- During this period of time, the change of courts and line-up registrations of the teams on the scoresheet are made. 18.2, 25.2.1.2
- The interval between the second and third sets can be extended up to 10 minutes by the competent body at the request of the organiser.

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 a team reaches 8 points, the teams change courts without delay and the player positions remain the same. 6.3.2, 7.4.1
- 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

See Rules

19. THE LIBERO PLAYER

19.1 DESIGNATION OF THE LIBERO

19.1.1 Each team has the right to designate among the list of 12 players one (1) specialised defensive player “Libero”. 4.1.1

19.1.2 The Libero must be recorded on the scoresheet before the match in the special line reserved for this. 7.3.2

19.1.3 The Libero can be neither team captain nor game captain. 5

19.2 EQUIPMENT

The Libero player must wear a uniform (or jacket/bib for the re-designated Libero) whose jersey at least must contrast in colour with that of the other members of the team. The Libero uniform may have a different design, but it must be numbered like the rest of the team members. 4.3

19.3 ACTIONS INVOLVING THE LIBERO

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, 14.1, 14.6.2, 14.6.6

19.3.1.4 A player may not complete an attack hit from 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 or its extension. The ball may be freely attacked if the Libero makes the same action from outside his/her front zone or its extension. 13.3.6

- 19.3.2 Replacement of players
- 19.3.2.1 Replacements involving the Libero are not counted as regular substitutions. 15.5
- They are unlimited, but there must be a rally between two Libero replacements.
- The Libero can only be replaced by the player whom he/she replaced.
- 19.3.2.2 Replacements must only take place while the ball is out of play and before the whistle for service. 8.2, 12.3
- At the start of each set, the Libero cannot enter the court until the second referee has checked the starting line-up. 7.3.2, 12.1
- 19.3.2.3 A replacement made after the whistle for service but before the service hit should not be rejected but must be the object of a verbal caution after the end of the rally. 12.3, 12.4,
- Subsequent late replacements must be subject to a delay sanction. 16.2
- 19.3.2.4 The Libero and the replacing player may only enter or leave the court by the sideline in front of their team bench between the attack line and the end line. D.1b
- 19.3.3 Re-designation of a new Libero:
- 19.3.3.1 In case of injury of the designated Libero, and with the previous approval of the first referee, the coach or game captain can re-designate as new Libero one of the players not on the court at the moment of the re-designation.
- The injured Libero may not re-enter to play for the remainder of the match.
- The player thus re-designated as Libero must remain as Libero for the remainder of the match.
- 19.3.3.2 In the case of a re-designated Libero, this player's number must be recorded on the scoresheet remarks box. 7.3.2, 19.1.2, 25.2.2.7

CHAPTER SEVEN

PARTICIPANTS' CONDUCT

See Rules

20. REQUIREMENTS OF CONDUCT

20.1 SPORTSMANLIKE CONDUCT

20.1.1 Participants must know the "Official Standing 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 opponents, 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 first referee's duty to prevent the teams from approaching the sanctioning level by issuing a verbal or hand signal warning to a team member or to the team through the game captain. 5.1.2, 21.3

This warning is not a sanction and has no immediate consequences. It should not be recorded on the scoresheet.

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, or expressing contempt.

21.2.2 Offensive conduct: defamatory or insulting words or gestures.

21.2.3 Aggression: physical attack or intended aggression.

21.3 SANCTION SCALE

D.9

According to the judgement of the first referee and depending on the seriousness of the offence, the sanctions to be applied and recorded on the scoresheet are: 21.2, 25.2.2.6

21.3.1 Penalty

D.11 (6)

The first rude conduct in the match by any team member is penalised with the loss of rally. 4.1.1, 21.2.1

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 and must remain in the penalty area with no other consequences. 1.4.5, 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.

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

See Rules

21.3.3 Disqualification D.11(8)

21.3.3.1 A team member who is sanctioned by disqualification 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 aggression is sanctioned by disqualification with no other consequences. 21.2.3

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

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

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 scoresheet. 21.3, 25.2.2.6

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

21.4.3 Expulsion or disqualification due to offensive conduct or aggression does not require a previous sanction. 21.2, 21.3

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

21.6 SANCTION CARDS D.11 (6,7,8)

Warning:	verbal or hand signal, no card	21.1
Penalty:	yellow card	21.3.1
Expulsion:	red card	21.3.2
Disqualification:	yellow + red card (jointly)	21.3.3

SECTION II

THE REFEREES, RESPONSIBILITIES AND OFFICIAL SIGNALS

CHAPTER EIGHT

THE REFEREES

See Rules

22. REFEREEING CORPS AND PROCEDURES

22.1 COMPOSITION

The refereeing corps for a match is composed of the following officials:

- the first referee 23
- the second referee 24
- the scorer 25
- four (two) line judges 27

Their location is shown in Diagram 10.

For WOVD, world competitions and zonal championships, an assistant scorer is compulsory. 26

22.2 PROCEDURES

22.2.1 Only the first and second referees may blow a whistle during the match:

22.2.1.1 the first referee gives the signal for the service that begins the rally; 6.1.3, 12.3

22.2.1.2 the first and second referees signal 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 authorise or reject a team request. 5.1.2, 8.2

22.2.3 Immediately after the referee's whistle to signal the end 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 first referee, he/she will indicate:

- a) the team to serve, 12.2.2,
D.11 (2)
- b) the nature of the fault,
- c) the player(s) at fault (if necessary).

The second referee will follow the first referee's hand signals by repeating them.

22.2.3.2 If the fault is whistled by the second 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 first referee. D.11 (2)

In this case, the first referee does not show at all the fault and the player at fault, but only the team to serve.

22.2.3.3 In the case of a double fault, both referees indicate:

- a) the nature of the fault D.11(23)
- b) the players at fault (if necessary)
- c) the team to serve as directed by the first referee. D.11 (2)

23. FIRST REFEREE

23.1 LOCATION

The first referee carries out his/her functions seated or standing on a referee's stand located at one end of the net. His/her view must be approximately 50 cm above the net. D.1a,
D.1b,
D.10

23.2 AUTHORITY

23.2.1 The first 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. 4.1.1, 6.3

During the match the first referee's decisions are final. He/she is authorised to overrule the decisions of other members of the refereeing corps, if it is noticed that they are mistaken.

The first referee may even replace a member of the refereeing corps who is not performing his/her functions properly.

23.2.2 The first referee also controls the work of the ball retrievers, floor wipers and moppers. 3.3

23.2.3 The first referee has the power to decide any matter involving the game including those not provided for in the Rules.

23.2.4 The first referee shall not permit any discussion about his/her decisions. 20.1.2

However, at the request of the game captain, the first referee will give an explanation on the application or interpretation of the Rules upon which he/she has based the decision. 5.1.2.1

If the game captain does not agree with the explanation of the first referee 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 first referee must authorise this right of the game captain. 5.1.2.1, 5.1.3.2, 25.2.3.2

23.2.5 The first referee is responsible for determining before and during the match whether the playing area, equipment and the conditions meet playing requirements. Chapter 1

23.3 RESPONSIBILITIES

23.3.1 Prior to the match, the first referee:

23.3.1.1 inspects the conditions of the playing area, the balls and other equipment, Chapter 1

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, only the first referee is authorised:

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

		See Rules
23.3.2.3	to decide upon:	
	a) the faults of the server and of the positions of the serving team, including the screen,	7.4, 12.4, 12.5, 12.7.1
	b) the faults in playing the ball,	9.3
	c) the faults above the net and at its upper part,	11.4.1, 11.4.4
	d) the attack hit faults of the Libero and the back-row players,	13.3.3, 13.3.5
	e) a completed attack hit made by a player on a ball coming from an overhand pass with fingers by the Libero in his/her front zone, or its extension,	13.3.6
	f) the ball crossing the lower space under the net.	8.4.5
23.3.3	At the end of the match, he/she checks the scoresheet and signs it.	25.2.3.3

24. SECOND REFEREE

24.1 LOCATION

The second referee performs his/her functions standing outside the playing court near the post, on the opposite side facing the first referee.

D.1a,
D.1b,
D.10

24.2 AUTHORITY

24.2.1 The second referee is the assistant of the first referee, but has also his/her own range of jurisdiction. 24.3

Should the first referee become unable to continue his/her work, the second referee may replace the first referee.

24.2.2 The second referee may, without whistling, also signal faults outside his/her range of jurisdiction, but may not insist on them to the first referee. 24.3

24.2.3 The second referee controls the work of the scorer(s). 25.2, 26.2

		See Rules
24.2.4	The second referee supervises the team members on the team bench and reports their misconduct to the first referee.	4.2.1
24.2.5	The second referee controls the players in the warm-up areas.	4.2.3
24.2.6	The second referee authorises the interruptions, controls their duration and rejects improper requests. (Exception - Technical Time-Outs)	15, 15.11, 25.2.2.3, 26.2.2.3
24.2.7	The second referee controls the number of time-outs and substitutions used by each team and reports the 2 nd time-out and 5 th and 6 th substitutions to the first referee and the coach concerned.	15.1, 25.2.2.3
24.2.8	In the case of an injury of a player, the second referee authorises an exceptional substitution or grants a 3-minute recovery time.	15.7, 17.1.2
24.2.9	The second referee checks the floor condition, mainly in the front zone. He/she also checks, during the match, that the balls still fulfill the regulations.	1.2.1, 3
24.2.10	The second referee supervises the team members in the penalty areas and reports their misconduct to the first referee.	1.4.5, 21.3.2

24.3 RESPONSIBILITIES

24.3.1	At the start of each set, at the change of courts in the deciding set and whenever necessary, he/she checks that the actual positions of the players on the court correspond to those on the line-up sheets.	5.2.3.1, 7.3.2, 7.3.5, 18.2.2
24.3.2	During the match, the second referee decides, whistles and signals:	
24.3.2.1	penetration into the opponent's court, and the space under the net,	11.2
24.3.2.2	positional faults of the receiving team,	7.5
24.3.2.3	the faulty contact with the net at its lower part or with the antenna on his/her side of the court,	11.3.1
24.3.2.4	any completed block by a back-row player or an attempt to block by the Libero,	13.3.3, 14.6.2, 14.6.6
24.3.2.5	the contact of the ball with an outside object,	8.4.2, 8.4.3, 8.4.4

- | | | |
|----------|---|-----------------|
| 24.3.2.6 | the contact of the ball with the floor when the first 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 court or contacts the antenna on his/her side of the court. | 8.4.3,
8.4.4 |
| 24.3.3 | At the end of the match, he/she signs the scoresheet. | 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 facing the first referee.

D.1a,
D.1b,
D.10

25.2 RESPONSIBILITIES

He/she keeps the scoresheet according to the Rules, co-operating with the second referee.

He/she uses a buzzer or other sound device to 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 name and number of the Libero player, 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,
19.3.3.2 |
| 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 second referee.

See Rules

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	records the time-outs and player substitutions, controlling their number, and informs the second referee;	15.1, 15.4.1, 24.2.6, 24.2.7
25.2.2.4	notifies the referees of a request for 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 8 th point in the deciding set;	6.2, 15.4.1, 18.2.2
25.2.2.6	records any sanctions;	16.2, 21.3
25.2.2.7	records all other events as instructed by the second referee, i.e. exceptional substitutions, recovery time, prolonged interruptions, external interference, etc.	15.7, 17.1.2, 17.2, 17.3
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 authorisation of the first referee, writes or permits the team captain to write on the scoresheet a statement on the incident protested.	5.1.2.1, 5.1.3.2, 23.2.4
25.2.3.3	after signing the scoresheet him/herself, obtains the signatures of the assistant scorer, team captains and then the referees.	5.1.3.1, 23.3.3, 24.3.3, 26.2.3.2

26. ASSISTANT SCORER

26.1 LOCATION 22.1

The assistant scorer performs his/her functions seated beside the scorer at the scorer's table.

26.2 RESPONSIBILITIES

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,

26.2.1.2 prepares the reserve scoresheet.

26.2.2 During the match, the assistant scorer:

26.2.2.1 records the details of the Libero replacements, 19.3.1.1

26.2.2.2 notifies the referees of any fault of the Libero replacement, 19.3.2.1

26.2.2.3 starts and ends the timing of Technical Time-outs, 15.4.1

26.2.2.4 operates the manual scoreboard on the scorer's table,

26.2.2.5 checks that the scoreboards agree and indicate the correct score, 25.2.2.1

26.2.2.6 if necessary, updates the reserve scoresheet and gives it to the scorer. 25.2.1.1

26.2.3 At the end of the match, the assistant scorer:

26.2.3.1 signs the Libero control sheet and submits it for checking,

26.2.3.2 signs the scoresheet.

27. LINE JUDGES**27.1 LOCATION**

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

Each one of them controls both the end line and sideline on his/her side.

For WOVD, World Competitions and Zonal Championships, it is compulsory to have four line judges.

They stand in the free zone at 1 to 3m 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 cm x 40 cm) as shown in Diagram 12 to signal:
- 27.2.1.1 the ball “in” and “out” whenever the ball lands near their line(s), 8.3, 8.4, D12 (1), D12 (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 crossing the net outside the crossing space, etc., 8.4.3, 8.4.4, D.12 (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 D.12 (4)
 - 27.2.1.5 the foot faults of the server, 12.4.3, D.11 (4)
 - 27.2.1.6 any contact with 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 D.12 (4)
 - 27.2.1.7 ball crossing the net outside the crossing space into opponent’s court or touching the antenna on his/her side of the court. 10.1.1, D.12 (4)
 - 27.2.2 At the first 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 (nature of the fault whistled or the purpose of the interruption authorised). 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.