

# **OFFICIAL VOLLEYBALL RULES**

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**NEW PROVISIONAL  
TRANSITORY EDITION**

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# **OFFICIAL VOLLEYBALL RULES APPROVED BY THE FIVB**

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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 a 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.





# **SECTION I**

## **THE GAME**



## **CHAPTER ONE**

### **FACILITIES AND EQUIPMENT**

#### **1. PLAYING AREA (*Diagrams 1 & 2*)**

The playing area includes the playing court and the free zone. It shall be rectangular and symmetrical.

##### **1.1 DIMENSIONS**

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.

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 FIVB World Competitions, 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 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.**

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

##### **1.3 LINES ON THE COURT**

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

##### **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.

### **1.3.3 Centre line**

The axis of the centre line divides the playing court into two equal courts measuring 9 X 9 m each. This line extends beneath the net from sideline to sideline.

### **1.3.4 Attack line**

On each court, an attack line is drawn 3 m back from the axis of the centre line.

**For FIVB World and Official Competitions, 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.**

## **1.4 ZONES AND AREAS**

### **1.4.1 Front zone**

On each court the front zone is limited by the axis of the centre line and the attack line (its width included).

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

### **1.4.2 Service zone**

The service zone is a 9 m wide area behind the end line (the end line excluded).

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

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

### **1.4.3 Substitution zone**

The substitution zone is limited by the extension of both attack lines up to the scorer's table.

### **1.4.4 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 of the layouts, outside the free zone (*Diagram I*).**

### **1.4.5 Penalty area**

The penalty areas, sized approximately 1 X 1 m, are located behind each team bench (*Diagram I*). They may be limited by a 5 cm wide red line, and equipped with 2 chairs each.

## **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).**

## **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.**

## **2. NET AND POSTS (*Diagram 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.
- 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.

### **2.2 STRUCTURE**

The net is 1 m wide and 9.50 m long, made of 10 cm square black mesh (*Diagram 3*).

At its top a horizontal band, 5 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 (with no horizontal band) a rope, threaded through the meshes, fastens it to the posts and keeps the lower part of the net taut.

### **2.3 SIDE BANDS**

Two white bands are fastened vertically to the net and placed directly above each sideline.

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 fiberglass 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 (*Diagram 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 (*Diagram 5, Rule 11.1.1*).

### **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 (*Diagram 3*). They are 2.55 m high and preferably adjustable.

- 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 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> (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 circumference, weight, pressure, type, colour, etc.

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

### **3.3 THREE-BALL SYSTEM**

**For FIVB World and Official Competitions, 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 (*Diagram 10*).**

## **CHAPTER TWO**

### **PARTICIPANTS**

#### **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. One of the players is the team captain, who shall be indicated on the scoresheet.

**For FIVB World and Official Competitions, the medical doctor must be accredited beforehand by the FIVB.**

- 4.1.2 Each team has the option to register, among the final list of 12 players, one (1) specialized defensive player “Libero” (*Rule 8.5*).
- 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.

##### **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 (*Rule 1.4.4*). The coach (*Rule 5.2.3*) and other team members sit on the bench, but may temporarily leave it.

The benches for the teams are located beside the scorer's table, outside the free zone (*Diagram I*).

- 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 (*Rule 4.1.1*).
- 4.2.3 Players not in play may warm-up without balls during the play in the warm-up areas (*Rule 1.4.4*), and during time-outs in the free zone behind their playing court.

During set intervals, balls may be used by players for warming-up in the free zone.

##### **4.3 EQUIPMENT**

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

- 4.3.1 The colour and the design for the jerseys, shorts and socks must be uniform for the entire team (*except for the Libero, Rule 8.5*).
- 4.3.2 The shoes must be light and pliable with rubber or leather soles without heels.

**For FIVB World and Official Competitions for seniors, the colour of the shoes must be uniform for the team, but their trademarks may differ in colour and design. Jerseys and shorts should comply with FIVB standards.**

4.3.3 Players' jerseys must be numbered from 1 through 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 on the back. The stripe forming the numbers shall be a minimum of 2 cm in width.

**For FIVB World and Official Competitions, the players' number shall be repeated on the right leg of the short. 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.**

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.

4.3.5 It is forbidden to wear uniforms of a colour different from that of the other players (*Rule 4.3.1*) (except for the Libero - *Rule 8.5*), and/or without official numbers (*Rule 4.3.3*).

#### **4.4 CHANGES OF EQUIPMENT**

The first referee may authorize one or more players:

4.4.1 to play barefoot,

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

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 4.3.3.1.

#### **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.

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.



## **5.1 CAPTAIN**

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

5.1.2 DURING THE MATCH, the team captain acts as the game captain while the team captain is on the court. When the team captain is not playing on the court, the coach or the team captain him/herself must assign another player on the court 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, of all the team members, is authorized to speak to the referees:

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 (*Rule 23.2.4*);

5.1.2.2 to ask authorization:  
a) to change equipment,  
b) to verify the positions of the teams,  
c) to check the floor, the net, the ball, etc.;

5.1.2.3 to request time-outs and substitutions (*Rule 16.2.1*).

5.1.3 AT THE END OF THE MATCH, the team captain:

5.1.3.1 thanks the referees and signs the scoresheet to ratify the outcome;

5.1.3.2 if he/she (or the substitute game captain) previously expressed a disagreement with the first referee, this disagreement may be confirmed and recorded on the scoresheet as an official protest (*Rule 5.1.2.1*).

## **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 for giving instructions. In these functions his/her contacting official is the second referee.

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.

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;

5.2.3.2 sits on the team bench nearest to the scorer, but may temporarily leave it;

5.2.3.3 requests time-outs and substitutions;

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 up to the warm-up area, without disturbing or delaying the match.

### **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 authorization of the first referee, assume the coach's functions.

## **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 Playing Fault**

Whenever the team makes a playing action contrary to the Rules, or otherwise violates them, a playing fault is whistled by one of the referees. The referees judge the faults and determine the penalties according to the Rules.

6.1.1.1 If two or more faults are committed successively, only the first one is counted.

6.1.1.2 If two or more faults are committed by opponents simultaneously, a DOUBLE FAULT is called and the rally is replayed.

###### **6.1.2 Consequences of a fault**

The consequence of a fault is loss of rally:

6.1.2.1 if the opponent of the team at fault served, it scores a point and continues to serve;

6.1.2.2 if the opponent of the team at fault received the service, it scores a point and gains the right to serve.

##### **6.2 TO WIN A SET**

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 TO WIN THE MATCH**

6.3.1 The match is won by the team that wins three sets.

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.

##### **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.

6.4.2 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 (*Rule 7.3.1.1*), loses the set or the match. The opposing 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.

## **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.

If a deciding set is to be played, a new toss will be carried out.

- 7.1.1 The toss is taken in the presence of the two team captains.

- 7.1.2 The winner of the toss chooses:

- EITHER  
7.1.2.1 the right to serve or to receive the service,  
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 WARM-UP SESSION**

- 7.2.1 Prior to the match, if the teams have previously had a playing court at their disposal, each team will have a 3-minute warm-up period at the net; if not, they may have 5 minutes each.
- 7.2.2 If both captains agree to warm-up at the net together, the teams may do so for 6 or 10 minutes, according to *Rule 7.2.1*.

### **7.3 TEAM LINE-UP**

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

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

7.3.1.2 When a team uses the option to register a defensive “Libero” player (*Rule 8.5*), the Libero’s number must also be indicated on the line-up sheet of the first set, along with the numbers of the six starting players.

- 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.

- 7.3.3 The players who are not in the starting line-up of a set are the substitutes for that set.
- 7.3.4 Once the line-up sheet has been delivered to the second referee or scorer, no change in line-up may be authorized without a normal substitution.
- 7.3.5 Discrepancy between players' position on court and on the line-up sheet
- 7.3.5.1 If 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 penalty.
  - 7.3.5.2 If, 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 replaced according to the line-up sheet. There will be no penalty.
  - 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.

## **7.4 POSITIONS**

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).

- 7.4.1 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 net 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 (*Diagram 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;
  - 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.
- 7.4.4 Once the ball has been served, the players may move around and occupy any position on their court and the free zone.

## **7.5 POSITIONAL FAULT**

- 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 (*Rules 7.3 & 7.4*).
- 7.5.2 If the server commits a serving fault at the moment of the service hit, (*Rules 13.4 & 13.7.1*), the server's fault is counted before a positional fault.
- 7.5.3 If the service becomes faulty after the service hit, (*Rule 13.7.2*), it is the positional fault that will be counted.
- 7.5.4 A positional fault leads to the following consequences:
  - 7.5.4.1 the team is sanctioned with loss of rally (*Rule 6.1.2*);
  - 7.5.4.2 players' positions are rectified.

## **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.
- 7.6.2 When the receiving team has gained the right to serve, its players rotate one position clockwise: the player in position 2 rotates to position 1 to serve, the player in position 1 rotates to position 6, etc.

## **7.7 ROTATIONAL FAULT**

- 7.7.1 A rotational fault is committed when the SERVICE is not made according to the rotational order (*Rule 7.6.1*). It leads to the following consequences:
  - 7.7.1.1 the team is sanctioned with a loss of rally (*Rule 6.1.2*);
  - 7.7.1.2 the players' rotational order is rectified.
- 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.

If that moment cannot be determined, no point(s) cancellation takes place, and loss of rally is the only sanction.

## **8. SUBSTITUTION OF PLAYERS**

A substitution is the act by which a player, after being recorded by the scorer, enters the game to occupy the position of another player who must leave the court. Substitution requires the referee's authorization (*for substitution procedure, see Rule 16.5*).

## **8.1 LIMITATIONS OF SUBSTITUTIONS**

- 8.1.1 Six substitutions is the maximum permitted per team per set. One or more players may be substituted at the same time.
- 8.1.2 A player of the starting line-up may leave the game and re-enter, but only once in a set, and only to his/her previous position in the line-up.
- 8.1.3 A substitute player may enter the game, but only once per set in the place of a starting line-up player, and he/she can only be replaced by the player whom he/she replaced.

## **8.2 EXCEPTIONAL SUBSTITUTION**

An injured player (*except the Libero, Rule 8.5.2.4*), 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 8.1*.

An exceptional substitution means that any player who is not on the court at the time of the injury (except the Libero) may substitute into the game for the injured player. The replaced injured player is not allowed to re-enter the match.

## **8.3 SUBSTITUTION FOR EXPULSION**

An EXPELLED or DISQUALIFIED player (*Rules 21.3.2 and 21.3.3*) must be replaced through a legal substitution. If this is not possible, the team is declared INCOMPLETE (*Rules 6.4.3 & 7.3.1.1*).

## **8.4 ILLEGAL SUBSTITUTION**

- 8.4.1 A substitution is illegal, if it exceeds the limitations indicated in *Rule 8.1 (except the case of Rule 8.2)*.
- 8.4.2 When a team has made an illegal substitution and the play has been resumed (*Rule 9.1*) the following procedure shall apply:
  - 8.4.2.1 the team is penalized with loss of rally (*Rule 6.1.2*),
  - 8.4.2.2 the substitution is rectified,
  - 8.4.2.3 the points scored by the team at fault since the fault was committed are cancelled. The opponents' points remain valid.

## **8.5 THE LIBERO PLAYER**

- 8.5.1 The Libero (*Rule 4.1.2*) must be recorded on the scoresheet before the match in the special line reserved for it. His/her number must also be added on the line-up sheet of the first set (*Rule 7.3.1.3*).
- 8.5.2 The specific rules for a Libero player are as follows:

8.5.2.1 The equipment

The Libero must wear a different colour uniform, shirt or jacket in contrast to the other members of the team (or with a different design) (*Rule 4.3.5*).

8.5.2.2 The playing actions

- a) The Libero is allowed to replace any player in a back row position.
- b) 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.
- c) He/she may not serve, block or attempt to block.
- d) 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 the front zone. The ball may be freely attacked if the Libero makes the same action from behind the front zone."

8.5.2.3 Replacement of players

- a) Replacements involving the Libero are not counted as regular substitutions. 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.
- b) Replacements can only take place:
  - i. at the start of each set after the second referee has checked the starting line-up;
  - ii. while the ball is out of play;
  - iii. before the whistle for service.
- c) A Libero may only enter or leave the court by the sideline in front of his/her team bench between the attack line and the end line.

8.5.2.4 Replacement of an injured Libero:

- a) With the previous approval of the first referee, an injured Libero may be replaced during the match by any player who is not on the court at the moment of the injury. The injured Libero may not re-enter to play for the remainder of the match.
- b) The player designated to replace an injured Libero must remain as a Libero for the remainder of the match.



## **CHAPTER FOUR**

### **PLAYING ACTIONS**

#### **9. STATES OF PLAY**

##### **9.1 BALL IN PLAY**

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

##### **9.2 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.

##### **9.3 BALL "IN"**

The ball is "in" when it touches the floor of the playing court including the boundary lines (*Rule 1.3.2*).

##### **9.4 BALL "OUT"**

The ball is "out" when:

- 9.4.1 the part of the ball which contacts the floor is completely outside the boundary lines;
- 9.4.2 it touches an object outside the court, the ceiling or a person out of play;
- 9.4.3 it touches the antennae, ropes, posts or the net itself outside the side bands;
- 9.4.4 it crosses the vertical plane of the net either partially or totally outside the crossing space, except in the case of *Rule 11.1.2*.
- 9.4.5 it crosses completely the lower space under the net (*Rule 11.1.3 & Diagram 5*).

#### **10. PLAYING THE BALL**

Each team must play within its own playing area and space (*except Rule 11.1.2*). The ball may, however, be retrieved from beyond the free zone.

##### **10.1 TEAM HITS**

The team is entitled to a maximum of three hits (*in addition to blocking, Rule 15.4.1*), for returning the ball. If more are used, the team commits the fault of: "FOUR HITS".

The hits of the team include not only intentional hits by the players, but also unintentional contacts with the ball.

#### 10.1.1 CONSECUTIVE CONTACTS

A player may not hit the ball two times consecutively (*except Rules 10.2.3, 15.2 & 15.4.2*).

#### 10.1.2 SIMULTANEOUS CONTACTS

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

10.1.2.1 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.

10.1.2.2 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.

10.1.2.3 If simultaneous contacts by two opponents lead to a "CATCH" (*Rule 10.2.2*), it is a "DOUBLE FAULT" (*Rule 6.1.1.2*) and the rally is replayed.

#### 10.1.3 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.

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.

### 10.2 CHARACTERISTICS OF THE HIT

10.2.1 The ball may touch any part of the body.

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

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

Exceptions:

10.2.3.1 At blocking, consecutive contacts (*Rule 15.2*) may be made by one or more blocker(s) provided that the contacts occur during one action.

10.2.3.2 At the first hit of the team (*Rules 10.1 & 15.4.1*), the ball may contact various part of the body consecutively provided that the contacts occur during one action.

### 10.3 FAULTS IN PLAYING THE BALL

10.3.1 FOUR HITS: a team hits the ball four times before returning it (*Rule 10.1*).

10.3.2 ASSISTED HIT: a player takes support from a team-mate or any structure/object in order to reach the ball within the playing area (*Rule 10.1.3*).

10.3.3 CATCH : a player does not hit the ball, and the ball is caught and/or thrown (*Rule 10.2.2*).

- 10.3.4 **DOUBLE CONTACT:** a player hits the ball twice in succession or the ball contacts various parts of his/her body in succession (*Rule 10.2.3*).

## **11. BALL AT THE NET**

### **11.1 BALL CROSSING THE NET**

- 11.1.1 The ball sent to the opponent's court must go over the net within the crossing space (*Diagram 5*). The crossing space is the part of the vertical plane of the net limited as follows:

11.1.1.1 below, by the top of the net,

11.1.1.2 at the sides, by the antennae and their imaginary extension,

11.1.1.3 above, by the ceiling.

- 11.1.2 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:

11.1.2.1 the opponent's court is not touched by the player;

11.1.2.2 the ball, when played back, crosses the net plane again through the external space on the same side of the court.

The opponent team may not prevent such action.

### **11.2 BALL TOUCHING THE NET**

While crossing the net (*Rule 11.1.1*), the ball may touch it except at the service.

### **11.3 BALL IN THE NET**

- 11.3.1 A ball driven into the net may be recovered within the limits of the three team hits (*Rule 10.1; exception: the service, Rule 11.2*).

- 11.3.2 If the ball rips the mesh of the net or tears it down, the rally is cancelled and replayed (*Exception: the service, Rule 11.2*).

## **12. PLAYER AT THE NET**

### **12.1 REACHING BEYOND THE NET**

- 12.1.1 In blocking, a blocker may touch the ball beyond the net, provided that he/she does not interfere with the opponents' play before or during the latter's attack hit (*Rule 15.3*).

- 12.1.2 A player is permitted to pass his/her hand beyond the net after an attack hit, provided that the contact has been made within his/her own playing space.

## **12.2 PENETRATION UNDER THE NET**

- 12.2.1 It is permitted to penetrate into the opponents' space under the net, provided that this does not interfere with the opponents' play.
- 12.2.2 Penetration into the opponent's court, beyond the centre line:
- 12.2.2.1 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.
  - 12.2.2.2 To contact the opponent's court with any other part of the body is forbidden.
- 12.2.3 A player may enter the opponent's court after the ball goes out of play (*Rule 9.2*).
- 12.2.4 Players may penetrate into the opponent's free zone provided that they do not interfere with the opponents' play.

## **12.3 CONTACT WITH THE NET**

- 12.3.1 Contact with the net or the antenna (*Rule 12.4.4*) is not a fault, except when a player touches them during his/her action of playing the ball or attempting to play it.
- 12.3.2 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.
- 12.3.3 When the ball is driven into the net and causes it to touch an opponent, no fault is committed.

## **12.4 PLAYER'S FAULTS AT THE NET**

- 12.4.1 A player touches the ball or an opponent in the opponents' space before or during the opponents' attack hit (*Rule 12.1.1*).
- 12.4.2 A player penetrates into the opponents' space under the net interfering with the latter's play (*Rule 12.2.1*).
- 12.4.3 A player penetrates into the opponents' court (*Rule 12.2.2.2*).
- 12.4.4 A player touches the net or the antenna during his/her action of playing the ball or attempting to play it at the net (*Rule 12.3.1*).

## **13. SERVICE**

The service is the act of putting the ball into play by the back right player, placed in the service zone (*Rule 13.4.1*).

### **13.1 FIRST SERVICE IN A SET**

- 13.1.1 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 (*Rule 7.1*).
- 13.1.2 The other sets will be started with the service of the team that did not serve first in the previous set.

### **13.2 SERVICE ORDER**

- 13.2.1 The players must follow the service order recorded on the line-up sheet (*Rule 7.3.1.2*).
- 13.2.2 After the first service in a set, the player to serve is determined as follows:
  - 13.2.2.1 When the serving team wins the rally, the player (or his/her substitute) who served before, serves again.
  - 13.2.2.2 When the receiving team wins the rally, it gains the right to serve and rotates before actually serving (*Rule 7.6.2*). The player who moves from the front right position to the back-right position will serve.

### **13.3 AUTHORIZATION OF THE SERVICE**

The first 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.

### **13.4 EXECUTION OF THE SERVICE**

- 13.4.1 The ball shall be hit with one hand or any part of the arm after being tossed or released from the hand(s), and before it touches any other part of his/her body or the playing surface.
- 13.4.2 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 ground outside the service zone.

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

- 13.4.3 The server must hit the ball within 8 seconds after the first referee whistles for service.
- 13.4.4 A service executed before the referee's whistle is cancelled and repeated.

### **13.5 SCREENING**

- 13.5.1 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.
- 13.5.2 A player or group of players of the serving team make a screen by waving arms, jumping or moving sideways, during the execution of the service, or by standing grouped to cover the flight path of the ball.

## **13.6 FAULTS MADE DURING THE SERVICE**

### **13.6.1 Serving faults:**

The following faults lead to a change of service even if the opponent is out of position (*Rule 13.7.1*). The server:

13.6.1.1 violates the service order (*Rule 13.2*),

13.6.1.2 does not execute the service properly (*Rule 13.4*).

### **13.6.2 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 (*Rule 13.7.2*):

13.6.2.1 touches a player of the serving team or fails to cross the vertical plane of the net,

13.6.2.2 touches the net (*Rule 11.2*),

13.6.2.3 goes "out" (*Rule 9.4*),

13.6.2.4 passes over a screen (*Rule 13.5*).

## **13.7 FAULTS AFTER THE SERVICE AND POSITIONAL FAULTS**

13.7.1 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 penalized.

13.7.2 Instead, if the execution of the service has been correct, but the service subsequently becomes faulty (touches the net, goes out, screened, etc.), the positional fault has taken place first and is penalized.

## **14. ATTACK HIT**

### **14.1 ATTACK HIT**

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

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

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

### **14.2 RESTRICTIONS OF THE ATTACK HIT**

14.2.1 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 14.2.4*).

14.2.2 A back-row player may complete an attack hit at any height from behind the front zone:

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

14.2.2.2 after his/her hit, the player may land within the front zone (*Rule 1.4.1*).

14.2.3 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 (*Diagram 7*).

14.2.4 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.

### **14.3 FAULTS OF THE ATTACK HIT**

14.3.1 A player hits the ball within the playing space of the opposing team (*Rule 14.2.1*).

14.3.2 A player hits the ball "out" (*Rule 9.4*).

14.3.3 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 (*Rule 14.2.3*).

14.3.4 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 (*14.2.4*).

14.3.5 A Libero (*Rule 8.5*) completes an attack hit within the playing area if at the moment of the hit the ball is entirely higher than the top of the net (*14.2.3*).

## **15. BLOCK**

### **15.1 BLOCKING**

15.1.1 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.

15.1.2 Block Attempt

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

15.1.3 Completed Block

A block is completed whenever the ball is touched by a blocker (*Diagram 8*).

15.1.4 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.

### **15.2 BLOCK CONTACT**

Consecutive (quick and continuous) contacts may occur by one or more blockers provided that the contacts are made during one action.

### **15.3 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.

### **15.4 BLOCK AND TEAM HITS**

15.4.1 A block contact is not counted as a team hit (*Rule 10.1*). Consequently, after a block contact, a team is entitled to three hits to return the ball.

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

### **15.5 BLOCKING THE SERVICE**

To block an opponent's service is forbidden.

### **15.6 BLOCKING FAULTS**

15.6.1 The blocker touches the ball in the opponents' space either before or simultaneously with the opponents' attack hit (*Rule 15.3*).

15.6.2 A back-row player completes a block or participates in a completed block (*Rules 15.1.3 & 15.1.4*).

15.6.3 Blocking the opponents' service (*Rule 15.5*).

15.6.4 The ball is sent "out" off the block (*Rule 9.4*).

15.6.5 Blocking the ball in the opponent's space from outside the antenna.

15.6.6 A Libero completes or attempts a block, or participates in a completed block (*Rules 15.1.3 & 15.1.4*).



## **CHAPTER FIVE**

### **INTERRUPTIONS AND DELAYS**

#### **16. REGULAR GAME INTERRUPTIONS**

Regular game interruptions are TIME-OUTS and PLAYER SUBSTITUTIONS.

##### **16.1 NUMBER OF REGULAR INTERRUPTIONS**

Each team is entitled to a maximum of two time-outs and six player substitutions per set.

##### **16.2 REQUEST FOR REGULAR INTERRUPTIONS**

16.2.1 Interruptions may be requested by the coach or the game captain, and only by them.

The request is made by showing the corresponding hand signal (*Diagram 11.4 & 11.5*), when the ball is out of play and before the whistle for service.

16.2.2 A request for substitution before the start of a set is permitted, and should be recorded as a regular substitution in that set.

##### **16.3 SEQUENCE OF INTERRUPTIONS**

16.3.1 A 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.

16.3.2 However, a team is not authorized to make consecutive requests for player substitution during the same interruption of play. Two or more players may be substituted during the same interruption (*Rule 8.1.1*).

##### **16.4 TIME-OUTS AND TECHNICAL TIME-OUTS**

16.4.1 A time-out lasts for 30 seconds.

**For FIVB World and Official Competitions, time-outs are applied as follows:**

- a) **during sets 1-4, there are two additional "Technical Time-Outs" per set, each lasting 90 seconds. They are applied automatically when the leading team first reaches 8 points and 16 points.**
- b) **In the deciding (5th) set, there are no "Technical Time-Outs"; only two regular time-outs of 30 seconds duration may be requested by each team.**

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

## **16.5 PLAYER SUBSTITUTION**

*(for limitations see Rule 8.1)*

*(For replacements involving a Libero, see Rule 8.5)*

16.5.1 Substitution must be carried out within the substitution zone (*Rule 1.4.3*).

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

16.5.3 At the moment of the substitution request, the substitute player(s) must be ready to enter the court, standing close to the substitution zone. (*Rule 1.4.3*).

If that is not the case, the substitution is not granted and the team is sanctioned for a delay (*Rule 17.2*).

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

16.5.4 If the coach intends to make more than one substitution, he/she must signal the number at the time of the request. In this case, substitutions must be made in succession, one pair of players after another.

## **16.6 IMPROPER REQUESTS**

16.6.1 It is improper to request an interruption:

16.6.1.1 during a rally or at the moment of, or after the whistle to serve (*Rule 16.2.1*),

16.6.1.2 by a non-authorized team member (*Rule 16.2.1*),

16.6.1.3 for player substitution before the game has been resumed from a previous substitution by the same team (*Rule 16.3.2*),

16.6.1.4 after having exhausted the authorized number of time-outs and player substitutions (*Rule 16.1*).

16.6.2 Any improper request that does not affect or delay the game shall be rejected without any sanction unless repeated in the same set (*Rule 17.1.4*).

## **17. GAME DELAYS**

### **17.1 TYPES OF DELAYS**

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

17.1.1 delaying a substitution,

17.1.2 prolonging other interruptions, after having been instructed to resume the game,

17.1.3 requesting an illegal substitution (*Rule 8.4*),

17.1.4 repeating an improper request in the same match (*Rule 16.6.2*),

17.1.5 delaying the game by a player in play.

## **17.2 SANCTIONS FOR DELAYS**

17.2.1 "*Delay warning*" or "*delay penalty*" are team sanctions.

17.2.1.1 Delay sanctions remain in force for the entire match.

17.2.1.2 All delay sanctions (including warning) are recorded on the scoresheet.

17.2.2 The first delay in the match by a team member is sanctioned with a "DELAY WARNING".

17.2.3 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 (*Rule 6.1.2*).

17.2.4 Delay sanctions imposed before or between sets are applied in the following set.

## **18. EXCEPTIONAL GAME INTERRUPTIONS**

### **18.1 INJURY**

18.1.1 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.

18.1.2 If an injured player cannot be substituted, legally or exceptionally (*Rules 8.1 & 8.2*), the player is given a 3-minute recovery time, but not more than once for the same player in the match.

If the player does not recover, his/her team is declared incomplete (*Rules 6.4.3 & 7.3.1.1*).

### **18.2 EXTERNAL INTERFERENCE**

If there is any external interference during the game, play has to be stopped and the rally is replayed.

### **18.3 PROLONGED INTERRUPTIONS**

18.3.1 If unforeseen circumstances interrupt the match, the first referee, the organizer and the Control Committee, if there is one, shall decide the measures to be taken to re-establish normal conditions.

18.3.2 Should one or several interruptions occur, not exceeding 4 hours in total:

18.3.2.1 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;

18.3.2.2 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.

18.3.3 Should one or several interruptions occur, exceeding 4 hours in total, the whole match shall be replayed.

## **19. INTERVALS AND CHANGE OF COURTS**

### **19.1 INTERVALS**

All intervals between sets last three minutes.

During this period of time, the change of courts and line-up registrations of the teams on the scoresheet are made.

**For FIVB World and Official Competitions, a 10 minutes interval is compulsory between the second and the third sets.**

### **19.2 CHANGE OF COURTS**

19.2.1 After each set, the teams change courts, with the exception of the deciding set (*Rule 7.1*).

Other team members change benches.

19.2.2 In the deciding set, once a team reaches 8 points, the teams change courts without delay and the player positions remain the same.

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 VI**

### **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.

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 (*Rule 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 the team through the game captain.

This warning is not a penalty 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.

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**

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

#### **21.3.1 Penalty**

A first rude conduct in the match by any team member is penalized with the loss of rally (*Rule 6.1.2*).

#### **21.3.2 Expulsion**

21.3.2.1 A team member who is sanctioned by expulsion shall not play for the rest of the set and must remain seated in the penalty area behind the team bench (*Rules 1.4.5, 5.3.2 & Diagram 1*) with no other consequences.

An expelled coach loses his/her right to intervene in the set and must remain seated in the penalty area behind the team bench (*Rule 1.4.5 & Diagram 1*).

21.3.2.2 The first offensive conduct by a team member is sanctioned by expulsion with no other consequences.

21.3.2.3 A second rude conduct in the same match by the same team member is sanctioned by expulsion with no other consequences.

#### **21.3.3 Disqualification**

21.3.3.1 The team member who is sanctioned by disqualification must leave the Competition Control Area for the rest of the match with no other consequences.

21.3.3.2 The first aggression is sanctioned by disqualification with no other consequences.

21.3.3.3 A second offensive conduct in the same match by the same team member is sanctioned by disqualification with no other consequences.

21.3.3.4 The third rude conduct in the same match by the same player is sanctioned by disqualification with no other consequences.

### **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.

21.4.2 The repetition of misconduct by the same team member in the same match is sanctioned progressively as shown in *Rule 21.3* and *Diagram 9* (the team member receives a heavier sanction for each successive offence).

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

## **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.

## **21.6 SANCTION CARDS**

Warning:	verbal or hand signal, no card
Penalty :	yellow card
Expulsion:	red card
Disqualification:	yellow + red card (jointly).

(Refer to *Diagram 9*.)





## SECTION II

# THE REFEREES, THEIR RESPONSIBILITIES AND OFFICIAL SIGNALS



## **22. REFEREEING CORPS AND PROCEDURES**

### **22.1 COMPOSITION**

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

- the first referee
- the second referee
- the scorer
- four (two) line judges

Their location is shown in *Diagram 10*.

**For FIVB World and Official Competitions, an assistant scorer is compulsory.**

### **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;

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 authorize or reject a team request.

22.2.3 Immediately after the referee's whistle to signal the end of rally, they have to indicate with the official hand signals (*Rule 27.1*):

22.2.3.1 If the fault is whistled by the first referee, he/she will indicate:

- a) the team to serve,
- b) the nature of the fault,
- c) the player 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 first referee by repeating him/her.

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
- b) the players at fault (if necessary)
- c) the team to serve as directed by the first referee.

## **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 (*Diagram 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 officials and the members of the teams.

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

The first referee may even replace an official 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.

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.

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.

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 authorize this right of the game captain (*Rules 5.1.2.1 & 5.1.3 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.

### **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,

23.3.1.2 performs the toss with the team captains,

23.3.1.3 controls the teams' warming-up.

23.3.2 During the match, only the first referee is authorized:

23.3.2.1 to issue warnings to the teams,

23.3.2.2 to sanction misconduct and delays,

23.3.2.3 to decide upon:

- a) the faults of the server and of the positions of the serving team, including the screen ,
- b) the faults in playing the ball,
- c) the faults above the net and at its upper part,
- d) the ball crossing the lower space under the net (*Rule 11.1.3*).

23.3.3 At the end of the match, he signs the scoresheet.

## **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 (*Diagram 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 (*Rule 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.

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

24.2.4 The second referee supervises the team members on the team bench and reports their misconduct to the first referee.

24.2.5 The second referee controls the players in the warm-up areas (*Rule 4.2.3*).

24.2.6 The second referee authorizes the interruptions, controls their duration and rejects improper requests.

24.2.7 The second referee 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 first referee and the coach concerned.

24.2.8 In the case of an injury of a player, the second referee authorizes an exceptional substitution (*Rule 8.2*) or grants a 3 minute recovery time (*Rule 18.1.2*).

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.

24.2.10 The second referee supervises the team members in the penalty areas and reports their misconduct to the first referee (*Rule 1.4.5*).

## **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.

24.3.2 During the match, the second referee decides, whistles and signals:

24.3.2.1 positional faults of the receiving team (*Rule 7.5*),

24.3.2.2 the contact with the net at its lower part, or with the antenna on his/her side of the court, by any player playing the ball or attempting to play it (*Rule 12.3.1*),

24.3.2.3 penetration into the opponent's court, and the space under the net (*Rule 12.2*),

24.3.2.4 the attack hit or blocking faults of the back-row players or the Libero (*Rules 8.5.2.2, 14.3.3 & 15.6.2*),

24.3.2.5 the ball that crosses the net outside the crossing space into opponent's court or touches the antenna on his/her side of the court (*Rule 9.4.3 & 9.4.4*),

24.3.2.6 the contact of the ball with an outside object or with the floor when the first referee is not in position to see the contact (*Rule 9.4.1 & 2*).

24.3.3 At the end of the match, he signs the scoresheet.

## **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 (*Diagram 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 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, according to procedures in force and obtains the signatures of the captains and the coaches;

25.2.1.2 records the starting line-up of each team from the line-up sheet;

If he/she fails to receive the line-up sheets on time, he/she immediately notifies this fact to the second referee.

25.2.1.3 records the number and name of the Libero player.

25.2.2 During the match, the scorer:

25.2.2.1 records the points scored and ensures that the scoreboard indicates the correct score;

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

25.2.2.3 records the time-outs and player substitutions, controlling their number, and informs the second referee;

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

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

25.2.2.6 records any sanctions;

25.2.2.7 records all other events as instructed by the second referee, i.e. exceptional substitutions (*Rule 8.2*), recovery time (*Rule 18.1.2*), prolonged interruptions (*Rule 18.3*), external interference (*Rule 18.2*), etc.

25.2.3 At the end of the match, the scorer:

25.2.3.1 records the final result;

25.2.3.2 after signing the scoresheet him/herself, obtains the signatures of the team captains and then the referees;

25.2.3.3 in the case of protest, with the previous authorization of the first referee, writes or permits the team captain to write on the scoresheet a statement on the incident protested.

## **26. LINE JUDGES**

### **26.1 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.

Each one of them controls both the end line and sideline on his/her side (*Diagram 10*).

**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 (*Diagram 10*).**

## **26.2 RESPONSIBILITIES**

The line judges perform their functions by using flags (40 X 40 cm) as shown in *Diagram 12*:

- 26.2.1 they signal the ball "in" and "out" (*Rules 9.3 & 9.4*) whenever the ball lands near their line(s);
- 26.2.2 they signal the touches of "out" balls by the team receiving the ball (*Diagram 12*);
- 26.2.3 they signal when the ball touches the antenna, the served ball crosses the net outside the crossing space, etc. (*Rule 9.4.3 & 4*);
- 26.2.4 they signal if any player (except the server) steps outside of his/her playing court at the moment of the service hit.
- 26.2.5 The line judges in charge of the end lines signal the foot faults of the server (*Rule 13.4.2*).
- 26.2.6 At the first referee's request, a line judge must repeat his/her signal.

## **27. OFFICIAL SIGNALS**

### **27.1 REFEREES' HAND SIGNALS (*Diagram 11*)**

The referees must indicate with the official hand signal the reason of their whistle (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.

### **27.2 LINE JUDGES' FLAG SIGNALS (*Diagram 12*)**

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