



SPORTSPLEX[®]

شركة السركال الرياضية ذ.م.م.
ALSERKAL SPORTS COMPANY LLC

RULES AND REGULATIONS

for

Volleyball

(based on FIVB's 2017-2020 Official Volleyball Rules)



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THE GAME

Setup:

Volleyball is a sport played by two teams on a playing court divided by a net.

Objective:

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.

Process:

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.

Point System:

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 TEAMS

Team Composition:

- For the match, a team may consist of up to 12 players, plus
 - Coaching Staff: one coach, a maximum of two assistant coaches,
 - Medical Staff: one team therapist and one medical doctor.
- Only those listed on the score sheet may normally enter the Competition/Control Area and take part in the official warm up and in the match.
 - Up to 14 players may be recorded on the score sheet and play in a match.
 - The maximum five staff members on the bench (including the coach) are chosen by the coach him/herself but must be listed on the score sheet, and be registered on the O-2(bis).
 - The Team Manager or Team Journalist may not sit on or behind the bench in the Control Area.
- Only the players recorded on the score sheet may enter the court and play in the match. Once the coach and the team captain have signed the score sheet, (team list for electronic score sheet) the recorded players cannot be changed.

Location of the team:

- 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.
- The benches for the teams are located beside the scorer's table, outside the free zone.
- Only the team composition members are permitted to sit on the bench during the match and to participate in the official warm-up session.
- Players not in play may warm-up without balls as follows:
 - During play: In the warm-up areas
 - During time-outs and technical time-outs: In the free zone behind their court.
 - During set intervals, players may warm-up using balls within their own free zone. During the extended interval between sets 2 and 3 (if used), players may use their own court as well.

Equipment:

- A player's equipment consists of a jersey, shorts, socks (the uniform) and sport shoes.
- 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.
- The shoes must be light and pliable with rubber or composite soles without heels.
- Players' jerseys must be numbered from 1 to 20.
- 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.
- 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.
- The team captain must have on his/her jersey a stripe of 8 x 2 cm underlining the number on the chest.
- It is forbidden to wear uniforms of a colour different from that of the other players (except for the Liberos), and/or without official number

Change of equipment:

- The 1st referee may authorize one or more players: 23
 - to play barefoot;
 - 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;
 - to play in training suits in cold weather, provided that they are of the same colour and design for the whole team (except for the Liberos)

Forbidden Objects:

- It is forbidden to wear objects which may cause injury or give an artificial advantage to the player.
- Players may wear glasses or lenses at their own risk.
- Compression pads (padded injury protection devices) may be worn for protection or support.

TEAM LEADERS

- Both the team captain and the coach are responsible for the conduct and discipline of their team members.
- The Liberos cannot be either team or game captain.

Captain:

- PRIOR TO THE MATCH, the team captain signs the score sheet and represents his/her team in the toss.
- DURING THE MATCH and while on the court, the team captain is the game captain. When the team captain is not on the court, the coach or the team captain must assign another player on the court, but not the Libero, to assume the role of game captain.
 - This game captain maintains his/her responsibilities until he/she is substituted, or the team captain returns to play, or the set ends.
 - When the ball is out of play, only the game captain is authorized to speak to the referees to ask for an explanation on the application or interpretation of the rules, and also to submit the requests or questions of his/her teammates.
 - If the game captain does not agree with the explanation of the 1st referee, he/she may choose to protest against such decision and immediately indicates to the 1st referee that



he/she reserves the right to record an official protest on the score sheet at the end of the match;

- to ask authorization:
 1. to change all or part of the equipment,
 2. to verify the positions of the teams
 3. to check the floor, the net, the ball, etc.;
- in the absence of the coach to request time-outs and substitutions.
- AT THE END OF THE MATCH, the team captain:
 - Thanks the referees and signs the score sheet to ratify the result;
 - May, when it has been notified in due time to the 1st referee, confirm and record on the score sheet an official protest regarding the referee's application or interpretation of the rules.

Coach:

- Throughout the match, the coach conducts the play of his/her team from outside the playing court.
- He/she selects the starting line-ups, the substitutes, and takes time-outs. In these functions his/her contacting official is the 2nd referee.
- PRIOR TO THE MATCH, the coach records or checks the names and numbers of his/her players on the score sheet team roster, and then signs it.
- DURING THE MATCH, the coach:
 - prior to each set, gives the 2nd referee or the scorer the line-up sheet(s) duly filled in and signed;
 - sits on the team bench nearest to the scorer, but may leave it;
 - requests time-outs and substitutions;
 - 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.

Assistant coach:

- The assistant coach sits on the team bench, but has no right to intervene in the match.
- Should the coach have to leave his/her team for any reason including sanction, but excluding entering the court as a player, an assistant coach may assume the coach's functions for the duration of the absence, once confirmed to the referee by the game captain.

PLAYING FORMAT

To score a point:

- A team scores a point:
 - by successfully landing the ball on the opponent's court;
 - when the opponent team commits a fault;
 - when the opponent team receives a penalty.



- 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:
 - if two or more faults are committed successively, only the first one is counted;
 - if two or more faults are committed by opponents simultaneously, a DOUBLE FAULT is called and the rally is replayed.

Rally and completed rally:

- A rally is the sequence of playing actions from the moment of the service hit by the server until the ball is out of play. A completed rally is the sequence of playing actions which results in the award of a point.
- This includes:
 - the award of a penalty
 - loss of service for service hit made after the time-limit.
- If the serving team wins a rally, it scores a point and continues to serve.
- If the receiving team wins a rally, it scores a point and it must serve next.

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; etc.).

To win the match:

- The match is won by the team that wins three sets.
- In the case of a 2-2 tie, the deciding 5th set is played to 15 points with a minimum lead of 2 points.

Default and incomplete team:

- 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.
- A team that, without justifiable reason, does not appear on the playing court on time is declared in default .
- 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.



PLAYING ACTIONS: STRUCTURE OF PLAY

The toss:

- Before the match, the 1st 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.
- The toss is taken in the presence of the two team captains.
- The winner of the toss chooses:
 - EITHER
 - the right to serve or to receive the service,
 - OR
 - the side of the court.
- The loser takes the remaining choice.

Official warm up session:

- Prior to the match, they are entitled to a 6-minute official warm-up period together at the net; if not, they may have 10 minutes.
- If either captain requests separate (consecutive) official warm-ups at the net, the teams are allowed 3 minutes each or 5 minutes each.
- In the case of consecutive official warm-ups, the team that has the first service takes the first turn at the net.

Team starting line-up:

- There must always be six players per team in play.
- The team's starting line-up indicates the rotational order of the players on the court. This order must be maintained throughout the set.
- Before the start of each set, the coach has to present the starting line-up of his/her team on a line-up sheet or via the electronic device, if used.
- The sheet is submitted, duly filled in and signed, to the 2nd referee or the scorer – or electronically sent directly to the e-scorer.
- The players who are not in the starting line-up of a set are the substitutes for that set (except the Liberos).
- Once the line-up sheet has been delivered to the 2nd referee or scorer, no change in the line-up may be authorized without a regular substitution.
- Discrepancies between players' position on court and on the line-up sheet are dealt with as follows:
 - when such a discrepancy is discovered before the start of the set, players' positions must be rectified according to those on the line-up sheet – there will be no sanction;
 - when, before the start of the set, any player on court is found not to be registered on the line-up sheet of that set, this player must be changed to conform to the line-up sheet – there will be no sanction;
 - however, if the coach wishes to keep such non-recorded player(s) on the court, he/she has



to request regular substitution(s), by use of the corresponding hand signal, which will then be recorded on the score sheet.

- If a discrepancy between players' positions and the line-up sheet is discovered later, the team at fault must revert to the correct positions.
- The opponent's points remain valid and in addition they receive a point and the next service. All points scored by the team at fault from the exact moment of the fault up to the discovery of the fault are cancelled.
- Where a player is found to be on court but he/she is not registered on the team roster, the opponent's points remain valid, and in addition they gain a point and service. The team at fault will lose all points and/or sets gained from the moment the non-registered player entered the court, and will have to submit a revised line-up sheet and send a new registered player into the court, in the position of the non-registered player.

Positional fault:

- 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.
- When a player is on court through illegal substitution, and play restarts, this is counted as a positional fault with the consequences of an illegal substitution.
- If the server commits a serving fault at the moment of the service hit, the server's fault is counted before a positional fault.
- If the service becomes faulty after the service hit, it is the positional fault that will be counted.
- A positional fault leads to the following consequences:
 - the team is sanctioned with a point and service to the opponent; 6.1.3
 - players' positions must be rectified.

Rotation:

- The rotational order is determined by the team's starting line-up and controlled with the service order and players' positions throughout the set.
- 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.

Rotational fault:

- A rotational fault is committed when the service is not made according to the rotational order. It leads to the following consequences in order:
 - the scorer stops play by the buzzer; the opponent gains a point and next service;
 - If the rotational fault is determined only after the completion of the rally which started with a rotational fault, only a single point is awarded to the opponent, regardless of the result of the rally played.
 - the rotational order of the faulty team must be rectified;
 - 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 a point and service to the opponent is the only sanction.

STATES OF PLAY

Ball in play:

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

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.

Ball "IN":

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

Ball "OUT":

- The ball is "out" when:
 - all parts of the ball which contact the floor are completely outside the boundary lines;
 - it touches an object outside the court, the ceiling or a person out of play;
 - it touches the antennae, ropes, posts or the net itself outside the side bands;
 - it crosses the vertical plane of the net either partially or totally outside the crossing space.
 - it crosses completely the lower space under the net.

PLAYING THE BALL

- Each team must play within its own playing area and space. The ball may, however, be retrieved from beyond its own free zone

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) for returning the ball. If more are used, the team commits the fault of "FOUR HITS".
- CONSECUTIVE CONTACTS:
 - A player may not hit the ball two times consecutively.
- SIMULTANEOUS CONTACTS:
 - Two or three players may touch the ball at the same moment.
- When two (or three) team-mates touch the ball simultaneously, it is counted as two (or three) hits (with the exception of blocking). If they reach for the ball, but only one of them touches it, one hit is counted.
- A collision of players does not constitute a fault.
- 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.
- If simultaneous hits by two opponents over the net lead to an extended contact with the ball, play continues.
- ASSISTED HIT
 - Within the playing area, a player is not permitted to take support from a team-mate or any structure/object in order to hit the ball.
 - 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

Characteristics of the hit:

- The ball may touch any part of the body.
- The ball must not be caught and/or thrown. It can rebound in any direction.
- The ball may touch various parts of the body, provided that the contacts take place simultaneously.
- Exceptions:
 - at blocking, consecutive contacts may be made by one or more player(s), provided that the contacts occur during one action;
 - 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.

Faults in playing the ball:

- FOUR HITS: a team hits the ball four times before returning it.
- ASSISTED HIT: a player takes support from a team-mate or any structure/object in order to hit the ball within the playing area.
- CATCH: the ball is caught and/or thrown; it does not rebound from the hit.
- DOUBLE CONTACT: a player hits the ball twice in succession or the ball contacts various parts of his/her body in succession.

BALL AT THE NET

Ball crossing the net:

- 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:
 - below, by the top of the net;
 - at the sides, by the antennae, and their imaginary extension;
 - above, by the ceiling.
- 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:
 - the opponent's court is not touched by the player;
 - 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.
- The ball that is heading towards the opponent's court through the lower space is in play until



the moment it has completely crossed the vertical plane of the net.

Ball touching the net:

- While crossing the net, the ball may touch it.

Ball in the net:

- A ball driven into the net may be recovered within the limits of the three team hits.
- If the ball rips the mesh of the net or tears it down, the rally is cancelled and replayed.

PLAYER AT THE NET

Reaching beyond the net:

- 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.
- 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.

Penetration under the net:

- It is permitted to penetrate into the opponent's space under the net, provided that this does not interfere with the opponent's play.
- Penetration into the opponent's court, beyond the centre line:
 - to touch the opponent's court with a foot (feet) is permitted, provided that some part of the penetrating foot (feet) remains either in contact with or directly above the centre line;
 - to touch the opponent's court with any part of the body above the feet is permitted provided that it does not interfere with the opponent's play.
 - A player may enter the opponent's court after the ball goes out of play.
 - Players may penetrate into the opponent's free zone provided that they do not interfere with the opponent's play.

Contact with the net:

- Contact with the net by a player between the antennae, during the action of playing the ball, is a fault.
- The action of playing the ball includes (among others) take-off, hit (or attempt) and landing safely, ready for a new action.
- Players may touch the post, ropes, or any other object outside the antennae, including the net itself, provided that it does not interfere with the play.
- When the ball is driven into the net, causing it to touch an opponent, no fault is committed.

Players faults at the net:

- A player touches the ball or an opponent in the opponent's space before or during the opponent's attack hit.
- A player interferes with the opponent's play while penetrating into the opponent's space under



the net.

- A player's foot (feet) penetrates completely into the opponent's court.
- A player interferes with play by (amongst others):
 - touching the net between the antennae or the antenna itself during his/her action of playing the ball,
 - using the net between the antennae as a support or stabilizing aid D11 (19)
 - creating an unfair advantage over the opponent by touching the net
 - making actions which hinder an opponent's legitimate attempt to play the ball, catching/ holding on to the net
- Any player close to the ball as it is played, and who is him/herself trying to play it, is considered in the action of playing the ball, even if no contact is made with it.
- However, touching the net outside the antenna is not to be considered a fault.

SERVICE

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

First service in a set:

- The first service of the first set, as well as that of the deciding 5th set is executed by the team determined by the toss.
- The other sets will be started with the service of the team that did not serve first in the previous set.

Service order:

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

Authorization of the service:

- The 1st 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.

Execution of the service:

- The ball shall be hit with one hand or any part of the arm after being tossed or released from the hand(s).
- Only one toss or release of the ball is allowed. Dribbling or moving the ball in the hands is permitted.



- At the moment of the service hit or take-off for a jump service, the server must not touch the court (the end line included) or the floor outside the service zone.
- After the hit, he/she may step or land outside the service zone, or inside the court.
- The server must hit the ball within 8 seconds after the 1st referee whistles for service.
- A service executed before the referee's whistle is cancelled and repeated.

Screening:

- The players of the serving team must not prevent their opponent, through individual or collective screening, from seeing the server and the flight path of the ball.
- A player or a group of players of the serving team make(s) a screen by waving arms, jumping or moving sideways during the execution of the service, or by standing grouped, and in so doing hides both the server and the flight path of the ball until the ball reaches the vertical plane of the net.

Faults made during the service:

- The following faults lead to a change of service even if the opponent is out of position. The server:
 - violates the service order, 12.2
 - does not execute the service properly.
- 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:
 - touches a player of the serving team or fails to cross the vertical plane of the net completely through the crossing space;
 - goes "out";
 - passes over a screen.

Serving faults and positional faults:

- 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.
- 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.

ATTACK HIT

Characteristics of the attack hit:

- All actions which direct the ball towards the opponent, with the exception of service and block, are considered as attack hits.
- During an attack hit, tipping is permitted only if the ball is cleanly hit, and not caught or thrown.
- An attack hit is completed at the moment the ball completely crosses the vertical plane of the net or is touched by an opponent.

Restrictions of the attack hit:



- 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
- A back-row player may complete an attack hit at any height from behind the front zone:
- at his/her take-off, the player's foot (feet) must neither have touched nor crossed over the attack line;
- after his/her hit, the player may land within the front zone.
- A back-row player may also complete an attack hit from the front zone, if at the moment of the contact a part of the ball is lower than the top of the net.
- No player is permitted to complete an attack hit on the opponent's service, when the ball is in the front zone and entirely higher than the top of the net.

Faults of the attack hit:

- A player hits the ball within the playing space of the opposing team.
- A player hits the ball "out".
- 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.
- 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.
- A Libero completes an attack hit if at the moment of the hit the ball is entirely higher than the top of the net.
- 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.

BLOCK

Blocking:

- Blocking is the action of players close to the net to intercept the ball coming from the opponent by reaching higher than the top of the net, regardless of the height of the ball contact. Only front-row players are permitted to complete a block, but at the moment of the contact with
- the ball, a part of the body must be higher than the top of the net.
- Block attempt:
 - A block attempt is the action of blocking without touching the ball.
- Completed block:
 - A block is completed whenever the ball is touched by a blocker.
- 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.

Block contact:

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

Blocking within the opponent's space:

- In blocking, the player may place his/her hands and arms beyond the net, provided that this



action does not interfere with the opponent's play. Thus, it is not permitted to touch the ball beyond the net until an opponent has executed an attack hit.

Block and team hits:

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

Blocking the service:

- To block an opponent's service is forbidden.

Blocking faults:

- The blocker touches the ball in the opponent's space either before or simultaneously with the opponent's attack hit.
- A back-row player or a Libero completes a block or participates in a completed block.
- Blocking the opponent's service.
- The ball is sent "out" off the block.
- Blocking the ball in the opponent's space from outside the antenna.
- A Libero attempts an individual or collective block.

INTERRUPTIONS, DELAYS AND INTERVALS

Interruptions:

- An interruption is the time between one completed rally and the 1st referee's whistle for the next service.
- The only regular game interruptions are TIME-OUTS and SUBSTITUTIONS.

Number of regular game interruptions:

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

Sequence of regular game interruptions:

- Request for one or two time-outs, and one request for substitution by either team may follow one another, within the same interruption.
- However, a team is not authorized to make consecutive requests for substitution during the same interruption.
- Two or more players may be substituted at the same time within the same request.
- There must be a completed rally between two separate substitution requests by the same team. (Exception: a forced substitution due to injury or expulsion/disqualification)

Request for regular game interruptions:

- Regular game interruptions may be requested by the coach, or in the absence of the coach, by the game captain, and only by them.



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

Time-outs and technical time-outs:

- Time-out requests must be made by showing the corresponding hand signal, when the ball is out of play and before the whistle for service.
- All requested time-outs last for 30 seconds.
- 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.
- During all time-outs (including Technical Time Outs), the players in play must go to the free zone near their bench.

Substitution:

- 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.
- When the substitution is enforced through injury to a player in play this may be accompanied by the coach (or game captain) showing the corresponding hand signal.

Limitation of substitutions:

- 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.
- 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.

Exceptional substitution:

- A player (except the Libero) who cannot continue playing due to injury or illness, should be substituted legally. If this is not possible, the team is entitled to make an EXCEPTIONAL substitution.
- An exceptional substitution means that any player who is not on the court at the time of the injury/illness, except the Libero, second Libero or their regular replacement player, may be substituted into the game for the injured/ill player. The substituted injured/ill player is not allowed
- to re-enter the match.
- An exceptional substitution cannot be counted in any case as a regular substitution, but should be recorded on the score sheet as part of the total of substitutions in the set and the match.

Substitution for expulsion or disqualification:

- An EXPELLED or DISQUALIFIED player must be substituted immediately through a legal substitution. If this is not possible, the team is declared INCOMPLETE.

Illegal substitution:

- A substitution is illegal, if it exceeds the limitations indicated prior, or an unregistered player is involved.



- When a team has made an illegal substitution and the play has been resumed the following procedure shall apply, in sequence:
 - the team is penalized with a point and service to the opponent, 6.1.3
 - the substitution must be rectified.

Substitution procedure:

- Substitution must be carried out within the substitution zone.
- A substitution shall only last the time needed for recording the substitution on the score sheet, and allowing entry and exit of the players.
- The actual request for substitution starts at the moment of the entrance of the substitute player(s) into the substitution zone, ready to play, during an interruption. The coach does not need to make a substitution hand signal except if the substitution is for injury or before the start of the set.
- If the player is not ready, the substitution is not granted and the team is sanctioned for a delay.
- The request for substitution is acknowledged and announced by the scorer or 2nd referee, by use of the buzzer or whistle respectively. The 2nd referee authorises the substitution.
- If a team intends to make simultaneously more than one substitution, all substitute players must enter the substitution zone at the same time to be considered in the same request. In this case, substitutions must be made in succession, one pair of players after another. If one is illegal, the legal one(s) is/are granted and the illegal is rejected and subject to a delay sanction.

Improper requests:

- It is improper to request any regular game interruption:
 - during a rally or at the moment of or after the whistle to serve, 12.3
 - by a non-authorized team member, 5.1.2.3, 5.2.3.3
 - for a second substitution by the same team during the same interruption (i.e. before the end of next completed rally), except in the case of injury/illness of a player in play.
 - after having exhausted the authorized number of time-outs and substitutions.
- The first improper request by a team in the match that does not affect or delay the game shall be rejected, but it must be recorded on the score sheet without any other consequences.
- Any further improper request in the match by the same team constitutes a delay.

GAME DELAYS

Types of delays:

- An improper action of a team that defers resumption of the game is a delay and includes, among others:
 - delaying regular game interruptions;
 - prolonging interruptions, after having been instructed to resume the game;
 - requesting an illegal substitution;
 - repeating an improper request;
 - delaying the game by a team member.



Delay sanctions:

- “Delay warning” and “delay penalty” are team sanctions.
- Delay sanctions remain in force for the entire match.
- All delay sanctions are recorded on the score sheet.
- The first delay in the match by a team member is sanctioned with a “DELAY WARNING”.
- The second and subsequent delays of any type by any member of the same team in the same match constitute a fault and are sanctioned with a “DELAY PENALTY”: a point and service to the opponent.
- Delay sanctions imposed before or between sets are applied in the following set.

EXCEPTIONAL GAME INTERRUPTIONS

Injury/Illness:

- 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.
- If an injured/ill player cannot be substituted legally or exceptionally, the
- player is given a 3-minute recovery time, but not more than once for the
- same player in the match. If the player does not recover, his/her team is declared incomplete.

External interference:

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

Prolonged interruptions:

- If unforeseen circumstances interrupt the match, the 1st referee, the organizer and the Control Committee, if there is one, shall decide the measures to be taken to re-establish normal conditions.
- Should one or several interruptions occur, not exceeding 4 hours in
- total:
 - if the match is resumed on the same playing court, the interrupted set shall continue normally with the same score, players (except expelled or disqualified ones) and positions. The sets already played will keep their scores;
 - if the match is resumed on another playing court, the interrupted set is cancelled and replayed with the same team members and the same starting line-ups (except expelled or disqualified ones) and the record of all sanctions will be maintained. The sets already played will keep their scores.
- Should one or several interruptions occur, exceeding 4 hours in total, the whole match shall be replayed.



INTERVALS AND CHANGE OF COURTS

Intervals:

- An interval is the time between sets. All intervals last three minutes.
- During this period of time, the change of courts and line-up registrations of the teams on the score sheet are made.
- The interval between the second and the third set can be extended up to 10 minutes by the competent body at the request of the organizer

Change of courts:

- After each set, the teams change courts, with the exception of the deciding set.
- In the deciding set, once the leading 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.

THE LIBERO PLAYER

Designation of the Libero:

- Each team has the right to designate from the list of players on the score sheet up to two specialist defensive players: Liberos.
- All Liberos must be recorded on the score sheet in the special lines
- reserved for this.
- The Libero on court is the Acting Libero. If there is another Libero, he/she is the second Libero for the team.
- Only one Libero may be on court at any time.

Equipment:

- The Libero player(s) must wear a uniform (OR JACKET/BIB FOR THE REDESIGNATED Libero) which has a different dominant colour from any colour of the rest of the team. The uniform must clearly contrast with the rest of the team.
- The Libero uniforms must be numbered like the rest of the team.

Actions involving the libero:

- The playing actions:
 - The Libero is allowed to replace any player in a back row position.
 - 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.
 - He/she may not serve, block or attempt to block.
- A player may not complete an attack hit when the ball is entirely higher than the top of the net, if the ball is coming from an overhand finger pass by a Libero in his/her front zone. The ball may be freely attacked if the Libero makes the same action from outside his/her front zone.



Libero Replacements:

- Libero Replacements are not counted as substitutions.
- They are unlimited but there must be a completed rally between two Libero replacements (unless a penalty causes the team to rotate and the Libero to move to position four, or the Acting Libero becomes unable to play, making the rally incomplete.)
- The regular replacement player may replace and be replaced by either Libero. The Acting Libero can only be replaced by the regular replacement player for that position or by the second Libero.
- At the start of each set, the Libero cannot enter the court until the 2nd referee has checked the line-up and authorised a Libero replacement with a starting player.
- Other Libero replacements must only take place while the ball is out of play and before the whistle for service.
- A Libero replacement made after the whistle for service but before the service hit should not be rejected; however, at the end of the rally, the game captain must be informed that this is not a permitted procedure, and that repetition will be subject to delay sanctions.
- Subsequent late Libero replacements shall result in the play being interrupted immediately, and the imposition of a delay sanction. The team to serve next will be determined by the level of the delay sanction.
- The Libero and the replacing player may only enter or leave the court through the Libero Replacement Zone.
- Libero replacements must be recorded in the Libero Control Sheet (if one is used) or on the electronic score sheet.
- An illegal Libero replacement can involve (amongst others)
 - no completed rally between Libero replacements,
 - the Libero being replaced by a player other than the second Libero or the regular replacement player.
- An illegal Libero replacement should be considered in the same way as
- an illegal substitution: i.e. should the illegal Libero replacement be noticed before the start
- of the next rally, then this is corrected by the referees, and the team is sanctioned for delay; should the illegal Libero replacement be noticed after the service hit, the consequences are the same as for an illegal substitution.

Re-designation of a new libero:

- The Libero becomes unable to play if injured, ill, expelled or disqualified.
- The Libero can be declared unable to play for any reason by the coach or, in the absence of a coach, by the game captain.
- Team with one Libero:
 - When only one Libero is available for a team, or the team has only one registered, and this Libero becomes or is declared unable to play, the coach (or game captain if no coach is present) may re-designate as Libero for the remainder of the match any other player (replacement player excepted) not on the court at the moment of the re-designation.
 - If the Acting Libero becomes unable to play, he/she may be replaced by the regular replacement player or immediately and directly to court by a re-designated Libero. However, a



- Libero who is the subject of a re-designation may not play for the remainder of the match.
- If the Libero is not on court when declared unable to play, he/she may also be the subject of a re-designation. The Libero declared unable to play may not play for the remainder of the match.
- The coach, or game captain if no coach is present, contacts the second referee informing him/her about the re-designation.
- Should a re-designated Libero become or be declared unable to play, further re-designations are permitted.
- If the coach requests the team captain to be re-designated as the new Libero, this will be permitted – but the team captain must in this case relinquish all leadership privileges.
- In the case of a re-designated Libero, the number of the player redesignated as Libero must be recorded on the score sheet remarks section and on the Libero control sheet (or electronic score sheet if one is used.)
- Team with two Liberos:
 - Where a team has registered on the score sheet two Liberos, but one becomes unable to play the team has the right to play with only one Libero.
 - No re-designation will be allowed, however, unless the remaining Libero is unable to continue playing for the match.

PARTICIPANTS' CONDUCT

Sportsmanlike conduct:

- Participants must know the “Official Volleyball Rules” and abide by them.
- Participants must accept referees’ decisions with sportsmanlike conduct, without disputing them.
- In case of doubt, clarification may be requested only through the game captain.
- Participants must refrain from actions or attitudes aimed at influencing the decisions of the referees or covering up faults committed by their team.

Fair play:

- Participants must behave respectfully and courteously in the spirit of FAIR PLAY, not only towards the referees, but also towards other officials, the opponent, team-mates and spectators.
- Communication between team members during the match is permitted.

Misconduct and its sanctions:

- Minor misconduct:
 - Minor misconduct offences are not subject to sanctions. It is the 1st referee’s duty to prevent the teams from approaching the sanctioning level.
 - This is done in two stages:
 - **Stage 1:** by issuing a verbal warning through the game captain;
 - **Stage 2:** by use of a YELLOW CARD to the team member(s) concerned.
 - This formal warning is not in itself a sanction but a symbol that the team member (and by extension the team) has reached the sanctioning level for the match. It is recorded in the score sheet but has no immediate consequences.



- 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.
 - **Rude conduct:** action contrary to good manners or moral principles.
 - **Offensive conduct:** defamatory or insulting words or gestures or any action expressing contempt.
 - **Aggression:** actual physical attack or aggressive or threatening behaviour.

Sanction scales:

- According to the judgment of the 1st referee and depending on the seriousness of the offence, the sanctions to be applied and recorded on the score sheet are: Penalty, Expulsion or Disqualification.
- Penalty:
 - The first rude conduct in the match by any team member is penalized with a point and service to the opponent.
- Expulsion:
 - A team member who is sanctioned by expulsion shall not play for the rest of the set, must be substituted legally and immediately if on court and must remain seated in the penalty area with no other consequences.
 - An expelled coach loses his/her right to intervene in the set and must remain seated in the penalty area.
- The first offensive conduct by a team member is sanctioned by expulsion with no other consequences.
- The second rude conduct in the same match by the same team member is sanctioned by expulsion with no other consequences.
- Disqualification:
 - A team member who is sanctioned by disqualification must be substituted legally and immediately if on court and must leave the Competition-Control Area for the rest of the match with no other consequences.
- The first physical attack or implied or threatened aggression is sanctioned by disqualification with no other consequences.
- The second offensive conduct in the same match by the same team member is sanctioned by disqualification with no other consequences.
- The third rude conduct in the same match by the same team member is sanctioned by disqualification with no other consequences.

Application of misconduct sanctions:

- All misconduct sanctions are individual sanctions, remain in force for the entire match and are recorded on the score sheet.
- 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).
- Expulsion or disqualification due to offensive conduct or aggression does not require a previous sanction.