OFFICIAL

FOOTVOLLEY

RULES

NFA RULEBOOK

TABLE OF CONTENTS

CHAPTER I: FACILITIES AND EQUIPMENT
1. Playing Area
2. Net and poles
3. Ball

CHAPTER II: PARTICIPANTS
4. Teams
5. Equipment
6. Participants' rights and obligations

CHAPTER III: PLAYING FORMAT
7. To score a point, to win a set and the match

CHAPTER IV: STRUCTURE OF PLAY
8. Preparation
9. States of play
10. Playing the ball
11. Ball at the net
12. Player at the net
13. Serve "Kick off"
14. Blocking

CHAPTER V: INTERRUPTIONS, DELAYS AND INTERVALS
15. Interruptions
16. Game delays
17. Exceptional game interruptions
18. Intervals and change of courts / switch sides

CHAPTER VI: PARTICIPANTS' CONDUCT
19. Conduct's requirements
20. Misconduct and its sanctions

CHAPTER VII: REFEREES
21. Composition
22. 1st referee
23. 2nd referee
24. Scorer
25. Line judges
26. Official signals

DIAGRAMS AND ILLUSTRATIONS

CHAPTER I: FACILITIES AND EQUIPMENT

1. PLAYING AREA

The playing area includes the playing court and the free zone.

1.1 DIMENSIONS

The NFA official playing court is a rectangle measuring 59ft by 29ft 6inches (18m x 9m) surrounded by a free zone, which is a minimum of 6ft 7in (2m) wide on each sides (side line and end line), which is free from all obstructions.

1.2 PLAYING SURFACE

1.2.1 The surface must be composed of leveled sand, as flat and uniform as possible, free of rocks, shells, and anything else which can represent risks of danger or injuries to the players.

1.2.2 The sand must be at least 1ft 3in (40cm) deep.

1.3 LINES ON THE COURT

1.3.1 The lines must be in a color which contrasts with the color of the sand, made with ribbon or cord lines, and any exposed anchors should be soft and flexible material.

1.3.2 The ribbon lines must be 2in (5cm) wide maximum and cords must be 0.3 - 0.4in (8 - 10mm) height.

1.3.3 When cords used, it must be ensured, that the cords will be visible during the entire game.

1.4 SERVE ZONE

1.4.1 The serve zone is a maximum of 3ft 4in (1m) wide area behind the end line, and not over the side lines.

1.5 WEATHER

The weather must not present any danger of injury to the players.

2. NET AND POLES

2.1 NET

The net is 31ft 2in (9.5m) long and 3ft 4in (1m) wide when extend across the poles.

It is made of 2 - 4in (5 - 10cm) square mesh. At its top and bottom there are two 2 - 4in (5 - 10cm) wide horizontal bands along its full length.

Brandings may be displayed between the ends of the net and the poles, provided that the visibility of the athletes and officials will be preserved. Advertising may be printed on the above items as per NFA regulations.

2.2 SIDE BANDS / ANTENNA POCKET SLEEVE

Two colored bands 2 - 4in (5 - 10cm) wide (same width as the court lines) and 3ft 4in (1m) long, are fastened vertically to the net and placed above each side line. They are considered part of the net.

Advertising is permitted on the side bands

2.3 ANTENNAS

An antenna is a flexible rod, 5ft 11in (1.80m) long to define the crossing space.

2.4 NET HEIGHT

Placed vertically over the middle of the court there is a net that is set at 7ft 2 in (2.20m) height for men and 6ft 7in (2.00m) for women.

Note: The height of the net may vary for specific age groups, and/or number of players and teams

2.4.1 Its height is measured from the center of the playing court with a measuring rod. The net height (over the two side lines) must be the same and must not exceed the official height by more than 2 cm.

2.5 POLES

2.5.1 The poles supporting the net are placed at a distance of 4ft (1,2m) from each side line to the pole padding. They are 12ft (3.6m) height, with 8ft 6in (2.6m) height above the surface and 3ft 4in (1m) inserted into the ground.

2.5.2 The poles are smooth and fixed to the ground. There shall be no dangerous or obstructing devices. Poles padded are recommended.

Commented [1]:

2.6 ADDITIONAL EQUIPMENT

All additional equipment is determined by NFA regulations.

3. BALL

Commented [2]:

3.1 STANDARDS

The ball shall be spherical, made of a flexible material which does not absorb moisture, i.e. more suitable to outdoor conditions since matches can be played when it is raining.

- Circumference: 26.7 to 27.5 in or 68 to 70 cm
- Weight: 14.5 to 15.8 oz or 410 to 450g
- Pressure: 3.6 to 4.2 psi or 0,255 to 0,295 kg/cm2
- Color: any color or a combination of colors
- Mandatory Ball:
    - Size 5 for Adults (men and women players of 13 years and older);
    - Size 4 for Youth (players of 8 years to 12 years old);
    - Size 3 for Kids (Junior players of 8 years and under)

3.2 UNIFORMITY OF BALLS

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

The Official Competitions must be played with NFA approved balls, unless by NFA Board pre-approval.

3.3 THREE-BALL-SYSTEM

For NFA Competitions, three balls shall be used. In this case, the ball retrievers are stationed one behind at each side court.

CHAPTER II: PARTICIPANTS

4. TEAMS

4.1 A team is composed exclusively of two players.

4.2 Only the two players registered on the score sheet have the right to participate in the match.

4.3 PLAYERS

4.3.1 All the players should be aware and obey the NFA Official Rules.

4.3.2 The participants should accept the referee's decisions with sporting spirit, without dispute. In the case of any doubt, the players can request an explanation from the referee.

4.3.3 The participants should have a polite behavior and fair play, not only with the referees, but also with officials, ball retrievers, opposite team, teammates, and spectators.

4.3.4 The participants must avoid actions or attitudes that can have influence on the referee's decisions, including hide faults made by you, or your teammate.

4.3.5 The participants should avoid actions that results in delay of the match.

4.3.6 Communication between players of the same team is allowed at all times during the match, as long as it doesn't interfere or distract the opponent team.

4.4 TEAM CAPTAIN

4.4.1 Each team will have a captain, that shall be elected by the team and reported on the score sheet. Only the team captain is allowed to talk to the referees.

4.4.2 The team captain is responsible for ensuring team conduct and discipline.

4.5 COACH
In case of a team directed by a coach, it can be inside the limits of the game area during the match and must be indicated and always sign the match's score sheet.

4.6 TEAM AREA / TIME-OUT AREA

The team's areas (including two chairs each) must be at least 6ft 7in (2m) from the sideline or end line, and not closer than 10ft (3m) from the scorer's table.

5. EQUIPMENT

A player's equipment consists of shorts and a jersey or "tank-top". Also, players may wear a cap.

5.1 Players should wear uniforms of the same color and style according to tournament regulations. If shorts are not provided by the organizer must wear same color.

5.2 Players must play barefoot except when authorized by the Tournament Head or main referee.

5.3 Tournament Head or first referee may authorize one or more players to play with socks and/or shoes,

5.4 Tournament Head or first referee may authorize to play with undershirts and training pants.

5.5 Any additional equipment relies on Tournament approval.

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

6. PARTICIPANTS' RIGHTS AND OBLIGATIONS

6.1 PRIOR TO THE MATCH:

a) Team captain signs the score sheet.
b) Team captain represents the team in the toss.

6.2 DURING THE MATCH:

6.2.1 Only team captain is authorized to speak to the referees while the ball is out of play to ask for an explanation on the application or interpretation of the Rules; if the explanation does not satisfy the player, the team captain must fill out the specific form to express your thoughts after the game.

6.2.2 Both players are authorized to speak to the referees while the ball is out of play to ask authorization:

a) to verify the number of the serving player,
b) to check the net, the ball, the surface etc.,
c) to realign a court line;
d) to request time-outs.

Note: the players must have authorization from the referees to leave the playing area.

6.3 AT THE END OF THE MATCH:

6.3.1 Both players thank the referees and the opponents.

6.3.2 The Team Captain signs the score sheet to ratify the result of the match.

6.3.3 In case that a player has expressed an objection via and this has not been successfully resolved at the time of the occurrence with the first referee, the player has the right to confirm it as a formal written protest, recorded on the score sheet at the end of the match.

6.4 BOTH PLAYERS

6.4.1 The participants must know and follow the rules

6.4.2 The referee's decision must be followed at all times.

6.4.3 The participants should be friendly and polite to all officials and the spectors, as they are considered part of the event.

6.4.4 The players must not act to influence decisions of the referees.

6.4.5 The participants must not delay the game.

CHAPTER III: PLAYING FORMAT

7. TO SCORE A POINT, TO WIN A SET AND THE MATCH

7.1 TO SCORE A POINT

7.1.1 A team scores a point by successfully dropping the ball on the opponent's court; when the opponent team commits a fault, when the opponent team receives a penalty / red card.

7.1.2 A penalty is given for aggravated or repeated player misconduct.

7.1.3 Fault

A team commits a fault when one of the players have any actions that infringes the Official Rules and Player Handbook. The referee will judge the action based on the Rules, and determine the consequences accordingly

7.1.3.1 If two or more faults are committed by opponents simultaneously, a DOUBLE FAULT is called, and the rally is replayed. (for example, when player of each team touch simultaneously the net).

7.1.4 Rally and completed rally

Footvolley uses the Rally Scoring System, in which a point is scored on every single rally. It doesn't matter which team serves the ball; points can be scored by either the serving or the receiving team

7.2 TO WIN A SET

7.2.1 In general, all matches will be one set to 18 points. A set is won by the team which first scores 18 points with a minimum lead of two points. In the case of a 17-17 tie, play is continued until a two-point lead is achieved (22-20; 19-21; etc.) with unlimited points, "unless specified by the tournament officials before the match.

7.2.2 In the case of the 3 sets-match (Final matches), the deciding 3rd set is played to 15 points. If tied 14x14, the first team to reach 2 points difference wins the match.

7.3 TO WIN A MATCH

7.3.1 In general, all matches will be one set to 18 points. In the case of 3 sets match, the match is won by the team that wins two (2) sets.

7.3.2 In the case of a 1-1 tie, the deciding 3rd set is played to 15 points with a minimum lead of 2 points.

7.4 DEFAULT AND INCOMPLETE TEAM

7.4.1 A team that does not appear on the playing court on time is declared in default.

7.4.2 A team has ten (10) min tolerance in the first game of the day and five (5) min between the matches.

7.4.3 If a team refuses to play after being called, it is declared in default and forfeits the match with the result of 0-18 for each set.

7.4.4 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.

Whenever the tournament format is implemented, Rule 7.4 above may be subject to modifications as stated in the Specific Competition Regulations (Player Handbook) issued by the NFA in due time, establishing the modality to be followed for treating the default and incomplete team cases.

CHAPTER IV: STRUCTURE OF PLAY

8. PREPARATION

8.1 THE TOSS

8.1.1 Before the official warm up, the 1st referee conducts the toss to decide upon the first serve and the sides of the court in the first set. The toss is taken in the presence of the two team captains, where appropriate. The winner of the toss chooses either, the right to serve or to receive the serve or the side of the court.

8.1.2 If applicable, in the second set the loser of the toss in the first set will have the choice of the options above.

8.1.3 A new toss will be conducted for the deciding set.

8.2 WARM-UP

Prior to the match, teams must warm up outside the main court. Teams will have a 3-minutes official warm-up in the main court; subject to change if the tournament is short on time

8.3 POSITIONS

8.3.1 The players are free to position themselves. There are NO determined positions on the court.

8.4 SERVE ORDER

8.4.1 serve order must be maintained throughout the set (as determined by the team captain immediately following the toss).

8.4.2 When the receiving team has gained the right to serve, the serve-rotation is applicable between players.

8.5 "SERVE ORDER" FAULT

8.5.1 A serve order fault is committed when the serve is not made according to the serve order. The team is not sanctioned, points remaining, and the serve is replayed by the correct player.

8.5.2 The scorer(s) must correctly indicate the serve order and correct any incorrect serve.

8.6 Side Switch

8.6.1 Teams must switch court side every combination of 6 points when a set is played to 18 points or 5 points for a set played to 15 points.

8.6.2 When switching sides, players must walk around the net poles in a clockwise direction (by the left side)

8.7 END OF THE GAME

At the end of the game teams must display sportsmanship by greeting the opponent and the referee. Failure to comply may result in a penalty applied towards the teams.

9. STATES OF PLAY

9.1 BALL IN PLAY

The ball is in play from the moment of the hit of the serve authorized by the referees.

9.2 BALL OUT OF PLAY

The ball is out of play once it touches the surface of the playing courts or at the moment of the fault which is whistled by one of the referees or in the absence of a fault, at the moment of the whistle.

9.3 BALL "IN"

The ball is "in" when it touches the surface of the playing court including the boundary lines.

9.4 BALL "OUT"

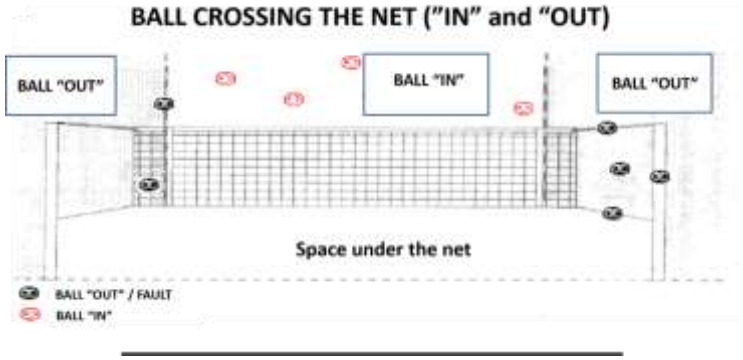
9.4.1 When the ball falls on the ground completely outside the boundary lines (without touching them or without moving the lines).

9.4.2 When touches an object outside the court or a person out of game.

9.4.3 When touches the antenna, ropes, poles or the net outside the crossing space (between antennas).

9.4.4 When crosses the vertical plan of the net either partly or totally outside the crossing space (between the antennas) during serve or during any hit of the team (exception: Rule 11.1.2).

9.4.5 When crosses completely the lower space under the net.



10. PLAYING THE BALL

Each team must play within its own playing area and playing space (except Rule 11.1.2 & 14.1). The ball may, however, be retrieved from beyond the free zone.

10.1 TEAM HITS

Each team is entitled to a minimum of one hit and a maximum of three hits for returning the ball over the net. If more are used, the team commits the fault of "FOUR HITS".

10.1.1 CONSECUTIVE CONTACTS

A player may not hit the ball two times consecutively (except for blocking).

10.1.2 SIMULTANEOUS CONTACTS

Two players may touch the ball at the same time, but it is counted as two (2) hits.

If players collide, no fault is committed.

10.1.2.1 When two opponents touch the ball simultaneously over the net and the ball remains in play, the team receiving the ball is entitled to two hits ONLY. If such a ball goes "out", it is the fault of the defense team on the opposite side.

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

10.1.3 Within the playing area, a player is not permitted to take support from a teammate or any structure/object in order to hit the ball. However, a player who is about to commit a fault (touch the net or interfere with an opponent, etc.) may be stopped or held back by a team-mate.

10.2 HIT CHARACTERISTICS

The ball may touch any part of the body, except arms and hands.

10.3 FAULTS IN PLAYING THE BALL

10.3.1 FOUR HITS: a team hits the ball four times before returning it.

10.3.2 ASSISTED HIT: a player takes support from a teammate or any structure/ object in order to hit the ball within the playing area.

10.3.3 DOUBLE CONTACT: a player hits the ball twice in succession or the ball contacts various parts of the player's body in succession, except when the player receives the serve and touches the ball with his/her chest or shoulder or and his/her neck or chin.

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. The crossing space is the part of the vertical plan of the net limited by the antennas.

11.1.2 The ball that has crossed the net plan 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 ball when played back crosses the vertical plane of the net again totally, or partly through the external space on the same side of the court. The opponent team may not prevent such action.

11.1.3 The ball is "out" when it crosses completely the lower space under the net.

11.1.4 A player, however, may enter the opponents' court in order to play the ball before it crosses completely the lower space or passes outside the crossing space.

11.2 BALL TOUCHING THE NET

While crossing the net, the ball may touch it (serve included).

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.

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

12. PLAYER AT THE NET

12.1 REACHING BEYOND THE NET

12.1.1 In blocking, any player may touch the ball beyond the net, before, during or after attack or defense hit.

12.1.2 If a player touches the net during the action of playing a ball, it's considered a fault.

12.2 PENETRATION INTO THE OPPONENT'S SPACE, COURT, AND/OR FREE ZONE

A player may enter the opponent's space, court side and/or free zone, provided that this does not interfere with the opponent's play.

12.3 CONTACT WITH THE NET

12.3.1 Contact with the net by a player between the antennas, 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.

12.3.2 Players may touch the poles, ropes, or any other object outside the antenna, including the net itself, provided that it does not interfere with the play (ball can not touch them, but player is permitted).

12.3.3 When the ball is driven into the net, causing it to touch an opponent, no fault is committed.

12.4 PLAYER'S FAULTS AT THE NET

12.4.1 A player interferes with the opponent's play while penetrating into the opponent's space over and under the net.

12.4.2 A player interferes with play by (amongst others):

- touching the net between the antennas or the antenna itself during his/her action of playing the ball,
- using the net between the antennas as a support or stabilizing aid
- creating an unfair advantage over the opponent by touching the net
- making actions which hinder an opponent's legitimate attempt to play the ball,
- catching/holding on to the net

Players close to the ball as it is played, or who are trying to play it, are considered in the action of playing the ball, even if no contact is made with the ball. However, touching the net outside the antenna is not to be considered as a fault (without interference).

13. SERVE "KICK OFF"

The serve is the act of putting the ball into play by the correct serving player within the serve zone.

13.1 SERVE

13.1.1 The first serve of a set is executed by the team determined by the toss.

13.1.2 The players must follow the serve order displayed on the score sheet.

13.1.3 After the first serve in a set, the player to serve is determined as follows:

13.1.3.1 When the serving team wins the rally, the player who served before, serves again.

13.1.3.2 When the receiving team wins the rally, it gains the right to serve and the player who did not serve last time will serve.

13.2 AUTHORIZATION OF THE SERVE

The referee authorizes the serve, after having checked that the server is in possession of the ball and that the teams are ready to play.

13.3 EXECUTION OF THE SERVE

13.3.1 The sand hill / mount must be positioned behind the court end line.

13.3.2 The ball shall be hit with the foot within 5 seconds after the referee authorizes it.

13.3.3 The server may move freely within the serve zone. At the moment of the hit, the server must not touch the court (the end line included) or the ground outside the serve zone. His/her foot may not go under the end line.

After the hit, the player may step outside the serve zone, or inside the court. If the line moves because of the sand pushed by the server, it is not considered a fault.

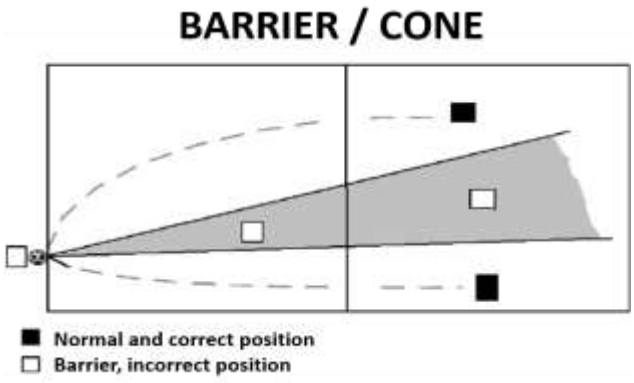
13.3.4 A serve executed before the referee's whistle is cancelled and repeated. The execution of a serve starts with the beginning of movement to do it.

13.3.5 If the ball, placed on the hill by the server, roll down, the referee whistles a "fault" the server should pick it up and place it again on the hill. The referee authorizes new attempt. If this happened often, the server may receive a delay-warning.

13.4 SERVE BARRIER / CONE

13.4.1 A player of the serving team must not prevent the opponent, from seeing the server AND the flight path (cone) of the ball.

13.4.2 A player of the serving team is not allowed to make a screen by waving arms, jumping or moving sideways during the execution of the serve to hide the server and the flight path (cone) of the ball or screaming.



14. BLOCKING

14.1 BLOCKING WITHIN THE OPPONENT'S SPACE

In blocking, the player may place any part of his/her body beyond the net (except arms and hands), provided that this action does not interfere with the opponent's play.

14.2 BLOCK AND TEAM HITS

A blocking contact is counted as a team hit. The blocking team will have only two more hits after a blocking contact.

CHAPTER V: INTERRUPTIONS, DELAYS AND INTERVALS

15. INTERRUPTIONS

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

15.1 REGULAR TIME-OUTS

15.1.1 Each team may request a maximum of one (1) time-out of one (1) minute per set.

15.1.2 Time-out requests must be made by showing the corresponding hand signal when the ball is out of play and before the start for serve. All requested time-outs last for one (1) minute.

15.1.3 During all regular time-outs and / or set intervals, players must go to the designated players' box (time-out area).

15.2 INJURY / MEDICAL TIME-OUT

An injury/medical time-out is given a maximum of 5 minutes recovery time, one time in a match per team. In the case of three (3) sets-match format, only one (1) time-out will be given to each team during the match.

15.2.1 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. Then the rally is replayed.

15.2.2 The referee must authorize the tournament medical staff to enter the playing court to attend the player. Only the referee may authorize a player to leave the playing area without penalty. When the treatment has been completed or if no treatment can be provided, play must resume. At this time, only the player can judge whether he/she is fit to play.

15.2.3 If the player does not recover or return to the playing area at the conclusion of the recovery time, his/her team is declared incomplete. In extreme cases, the tournament medical staff can oppose the return of an injured player.

15.3 TECHNICAL TIME-OUT

Technical Time-out may be applied automatically, if necessary, authorized by the referee during the set when the sum of the points scored by teams equals 18 points.

15.4 IMPROPER REQUESTS

15.4.1 Among others, it is improper to request a time-out during a rally or at the moment of, or after the referee starts his action to authorize the "kick-off" or by a non-authorized person or after having exhausted the authorized time-outs.

15.4.2 Any improper request that does not affect or delay the game shall be rejected without any sanction unless repeated in the same match.

15.4.3 Any further improper request in the same match by the same team constitutes a delay warning.

16. GAME DELAYS

16.1 TYPES OF DELAYS

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

16.1.1 prolonging time-outs, after having been instructed to resume the game.

16.1.2 repeating an improper request.

16.1.3 delaying the game.

16.1.4 delaying the game by a team member.

16.2 DELAY SANCTIONS

16.2.1 “Delay warning” and “delay penalty” are team sanctions. Delay sanctions remain in force for the entire match.

16.2.2 The first delay in the match by a team member is sanctioned with a “DELAY WARNING”.

16.2.3 The second and subsequent delays of any type by any member of the same team in the same match constitute a fault and may be sanctioned with a “DELAY PENALTY”: a point and serve to the opponent.

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

17. EXCEPTIONAL GAME INTERRUPTIONS

17.1 EXTERNAL INTERFERENCE

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

17.2 PROLONGED INTERRUPTIONS

17.2.1 If unforeseen circumstances interrupt the match, the referee, the organizer and the Organizing Committee, shall decide the measures to be taken to re-establish normal conditions.

17.2.2 Should one or several interruptions occur not exceeding 4 hours in total, the match is resumed with the score acquired, regardless of whether it continues the same court or another court.

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

18. INTERVALS AND CHANGE OF COURTS / SWITCH SIDES

18.1 INTERVALS

An interval is the time between sets if applicable. All intervals last three (3) minutes. During the interval before a deciding set, the referees carry out a toss in accordance with Rule 8.1.

18.2 COURT SWITCHES

18.2.1 The teams switch sides every 6 points when a set of 18 points is played (usually Set 1 and 2) and 5 points for a set of 15 points (Set 3) if applicable.

18.2.2 During switch sides the teams must change immediately without delay. If the court switch is not made at the proper time, it will take place as soon as the error is noticed. The score at the time that the court switch is made remains the same.

CHAPTER VI: PARTICIPANTS' CONDUCT

19. CONDUCT'S REQUIREMENTS

19.1 SPORTSMANLIKE CONDUCT

19.1.1 Participants must know the "Official NFA Footvolley Rules" and abide by them.

19.1.2 Participants must behave respectfully towards the referees, other officials, the opponents, teammates, and spectators.

19.1.3 Participants must accept referees' decisions with sportsmanlike conduct, without disputing them. In case of doubt, clarification may be requested by team captain (and / or both players).

20. MISCONDUCT AND ITS SANCTIONS

20.1 It's considered an unsportsmanlike conduct or fault if the players vibrate or screaming towards the opponents or try intimidating or frightening the opponents in the court during the game or any play.

20.2 Incorrect conduct by a team member towards officials, opponents, teammates or spectators is classified in three categories according to the seriousness of the offence.

20.2.1 Rude conduct: acting contrary to good manners or moral principles,

20.2.2 Offensive conduct: defamatory or insulting words or gestures including any action expressing contempt.

20.2.3 Aggression: actual physical attack or aggressive or threatening behavior.

20.3 According to the judgment of the referee and depending on the seriousness of the offence, the sanctions to be applied and recorded on the score sheet are: Verbal Warning, Formal Warning, Penalty, Expulsion or Disqualification.

20.3.1 Warning 1: Verbal Warning. No sanction, no consequences

20.3.2 Warning 2: Formal Warning by use of a YELLOW CARD. This 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.

20.3.3 Warning 3: Penalty by use a RED CARD. For rude conduct or a single repetition of rude conduct in the same set by the same player. The team is sanctioned with a point and serve to the opponents. For the next rude conduct by a player in the same set is sanctioned by expulsion. Rude conduct sanctions may, however, be given to the same player in subsequent sets.

20.3.4 Expulsion by use a YELLOW and RED CARD JOINTLY. The first offensive conduct is sanctioned by expulsion. The player who is sanctioned with expulsion must leave the playing area and his/her team is declared incomplete for the set.

20.3.5 Disqualification by use a YELLOW and RED CARD SEPARATELY. The first physical offence or implied or threatened aggression is sanctioned by disqualification. The player must leave the playing area and his/her team is declared incomplete for the match.

20.4 MISCONDUCT BEFORE, BETWEEN OR AFTER SETS

Any misconduct occurring before, between or after sets is sanctioned according to the sanction scale above and the sanction is applied in the following set or match.

CHAPTER VII: REFEREES

21. COMPOSITION

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

- the 1st referee,
- the 2nd referee,
- the scorer,
- two (2) or four (4) line judges.

Their location is shown in the end of this section.

22. 1st REFEREE

22.1 LOCATION

The 1st referee carries out his/her functions standing on a referee's stand located at one end of the net on the opposite side to the scorer. His/her view must be approximately 50 cm above the net.

22.2 AUTHORITY

22.2.1 The 1st referee directs the match from the start until the end. He/she has authority over all members of the refereeing corps and the members of the teams. During the match his/her decisions are final. He/she is authorized to overrule the decisions of other members of the refereeing corps, if it is noticed that they are mistaken.

22.2.2 He/she has the power to decide any matters involving the game, including those not provided for in the Rules.

22.2.3 He/she shall not permit any discussion about his/her decisions. However, at the request of the captain, the 1st referee will give an explanation on the application or interpretation of the rules upon which he/she has based his/her decision. If the captain disagrees with the explanation and formally protests, the 1st referee must authorize the players to report on the Score Sheet.

23: 2nd REFEREE

23.1 LOCATION

The 2nd referee performs his/her functions standing outside the playing court near the pole, on the opposite side of and facing the 1st referee.

The 2nd referee is the assistant of the 1st referee but has also his/her own range of jurisdiction.

24: SCORER

24.1 LOCATION

The scorer performs his/her functions seated at the scorer's table on the opposite side of the court from and facing the 1st referee.

24.2 RESPONSIBILITIES

The scorer fills in the score sheet according to the Rules, cooperating with the 2nd referee. He/she uses a buzzer or other sound device to notify irregularities or give signals to the referees based on his/her responsibilities.

24.2.1 The scorer records the points scored, controls the serving order of each team and indicates any error before the serve hit, records the time-outs, checking the number of such, and informs

the referees, records any sanctions and improper requests, recovery time, prolonged interruptions, external interference, and etc.

24.2.2 In the case of a protest, with the previous authorization of the 1st referee, writes or permits the captain concerned to write on the score sheet a statement on the incident being protested.

25. LINE JUDGES

25.1 LOCATION

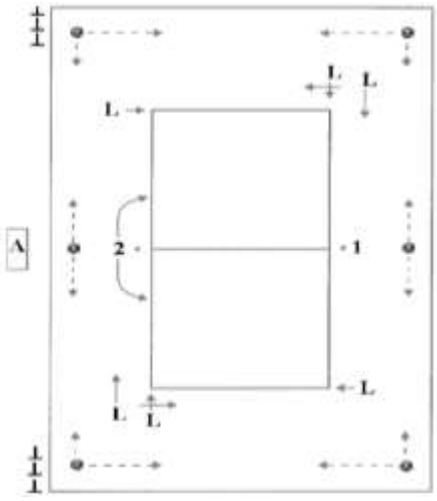
25.1.1 Two-line judges are used, they stand at the corners of the court closest to the right hand of each referee, diagonally at 3ft 4 in to 6ft 7in (1 to 2m) from the corner. Each one of them controls both the end line and side line on his/her side.

25.1.2 When four (4) line judges are used, they stand in the free zone at 3ft 4 in to 10ft (1 to 3m) from each corner of the court, on the imaginary extension of the line that they control.

25.2 RESPONSIBILITIES

The line judges perform their functions by using flags, to signal the ball "in" and "out" whenever the ball lands near their line (s), the touches of "out" balls by the team receiving the ball, the ball touching the antenna, the served ball, the ball crossing the net outside the crossing space into the opponent's court, the block touches during the rally.

REFEREES AND LINE JUDGES POSITIONING



26. OFFICIAL SIGNALS

26.1 1st and 2nd REFEREES' HAND SIGNALS

26.1.1 The referees will indicate with the official hand signal the reason for their whistle (the nature of the fault whistled, or the purpose of the interruption authorized). The signal must 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.

26.1.2 Only the 1st and 2nd referees may blow a whistle during the match:

26.1.2.1 If the fault is whistled by the 1st referee, he/she will indicate in order:

a) the team to serve,
b) the nature of the fault,
c) the player(s) at fault (if necessary).

26.1.2.2 If the fault is whistled by the 2nd referee, he/she will indicate:

a) the nature of the fault,
b) the player at fault (if necessary),
c) the team to serve following the hand signal of the first referee.

In this case, the 1st referee does not show either the nature of the fault or the player at fault, but only the team to serve.

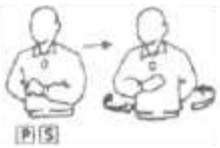
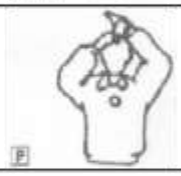
26.1.2.3 In the case of a double fault both referees show the hand signal for "double fault". The team to serve next is then indicated by the 1st referee.

26.2 LINE JUDGES' FLAG SIGNALS

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

DIAGRAMS AND ILLUSTRATIONS

OFFICIAL REFEREES HAND SIGNALS

Situations	First Referee (P) Second Referee (S)	Hand Signs
1. Serve Authorization		Hand movement to authorize the serve
2. Team to execute the Serve		Point the side of the team to serve
3. Switching Sides		Switch one arm in the front and the other in the back
4. Timeout		Put the palm of one hand above the fingers of the other, forming a "T"
5. Delay of game penalty		Point the yellow card in the pulse (warning)
6. Misconduct warning or warning of unprofessional conduct and misconduct penalty		Show the yellow card for warning and red for penalty.

OFFICIAL REFEREES HAND SIGNALS

Situations	First Referee (P) Second Referee (S)	Hand Signs
7. Expulsion of athlete		Show both cards together
8. Disqualification of athlete		Show yellow and red cards separately to disqualify.
9. Ending Set end (or ending match)		Cross the forearms in the chest, with hands opened
10. Serve Delay		Raise all the fingers opened
11. Barrier		Raise both arms vertically with opened hands
12. Ball Touch		Rub the palm of one hand with other fingers, in vertical position

OFFICIAL REFEREES HAND SIGNALS

Situations	First Referee (P) Second Referee (S)	Hand Signs
13. Ball "in"		Point the floor with the fingers
14. Ball "out"		Raise both arms vertically with the hands turned to the body
15. Double touch		Raise two fingers opened.
16. Four touches		Raise four (4) fingers opened
17. Net touch by a player		Touch the up edge or the side of the net according to the fault
18. Invasion of the opponent side		Point to the central line.
19. Double fault or play-over and repetition of last serve		Raise both thumbs in vertical position

Line Judges Official Flag Signals

Situations	Line Judge (LJ)	Signs
1. Ball "in"		Point down with the flag.
2. Ball "out"		Raise the flag vertically.
3. Ball Touch		Raise the flag and touch, with the palm of the hand, the top of the flag
4. Ball crossing out of the antenna or server touching the line while serving		Wave the flag above the head and point the antenna or bottom line
5. Impossible to judge		Raise both hands and cross in the chest