



**OFFICIAL YOUTH
SITTING VOLLEYBALL RULES
2022 – 2024**

Approved by the World ParaVolley Board of Directors



Official Youth Sitting Volleyball Rules 2022 – 2024

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To be implemented in all World, International, National and League competitions beginning after 1st
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CONTENTS

GAME CHARACTERISTICS	8
PART 1: PHILOSOPHY OF RULES AND REFEREEING	9
INTRODUCTION	10
THE RULES TEXT	10
THE REFEREE WITHIN THIS FRAMEWORK.....	10
PART 2, SECTION 1: RULES OF THE GAME.....	12
CHAPTER 1: FACILITIES AND EQUIPMENT.....	13
RULE 1: PLAYING AREA	13
1.1 DIMENSIONS	13
1.2 PLAYING SURFACE.....	13
1.3 LINES ON THE COURT.....	13
1.4 ZONES AND AREAS.....	13
1.5 TEMPERATURE	14
1.6 LIGHTING.....	14
RULE 2: NET AND POSTS	14
2.1 HEIGHT OF THE NET	14
2.2 STRUCTURE	14
2.3 SIDE BANDS	14
2.4 ANTENNAE	15
2.5 POSTS.....	15
2.6 ADDITIONAL EQUIPMENT	15
RULE 3: BALLS	15
3.1 STANDARDS	15
3.2 UNIFORMITY OF BALLS.....	15
3.3 THREE-BALL SYSTEM	15
CHAPTER 2: PARTICIPANTS	16
RULE 4: TEAMS.....	16
4.1 TEAM COMPOSITION	16
4.2 LOCATION OF THE TEAM	16
4.3 EQUIPMENT	16
4.4 CHANGE OF EQUIPMENT	17
4.5 FORBIDDEN OBJECTS	17
RULE 5: TEAM LEADERS	18
5.1 CAPTAIN	18
5.2 COACH.....	18
5.3 TEAM ASSISTANT	19

CHAPTER 3: PLAYING FORMAT	20
RULE 6: TO SCORE A POINT, TO WIN A SET AND THE MATCH	20
6.1 TO SCORE A POINT	20
6.2 TO WIN A SET	20
6.3 TO WIN THE MATCH	20
6.4 DEFAULT AND INCOMPLETE TEAM	20
RULE 7: STRUCTURE OF PLAY	21
7.1 THE TOSS	21
7.2 OFFICIAL WARM-UP SESSION	21
7.3 TEAM STARTING LINE-UP	21
7.4 POSITIONS	22
7.5 POSITIONAL FAULT	22
7.6 ROTATION	22
7.7 ROTATIONAL FAULT	22
CHAPTER 4: PLAYING ACTIONS	23
RULE 8: STATES OF PLAY	23
8.1 BALL IN PLAY	23
8.2 BALL OUT OF PLAY	23
8.3 BALL 'IN'	23
8.4 BALL 'OUT'	23
RULE 9: PLAYING THE BALL	23
9.1 TEAM HITS	23
9.2 CHARACTERISTICS OF THE HIT	24
9.3 FAULTS IN PLAYING THE BALL	24
9.4 CONTACT WITH THE COURT	24
RULE 10: BALL AT THE NET	24
10.1 BALL CROSSING THE NET	24
10.2 BALL TOUCHING THE NET	25
10.3 BALL IN THE NET	25
RULE 11: PLAYER AT THE NET	25
11.1 REACHING BEYOND THE NET	25
11.2 PENETRATION UNDER THE NET	25
11.3 CONTACT WITH THE NET	25
11.4 PLAYER'S FAULTS AT THE NET	26
RULE 12: SERVICE	26
12.1 FIRST SERVICE IN A SET	26
12.2 SERVICE ORDER	26
12.3 AUTHORIZATION OF THE SERVICE	26

12.4 EXECUTION OF THE SERVICE	26
12.5 SCREENING	27
12.6 FAULTS MADE DURING THE SERVICE	27
12.7 SERVING FAULTS AND POSITIONAL FAULTS	27
RULE 13: ATTACK HIT	27
13.1 CHARACTERISTICS OF THE ATTACK HIT	27
13.2 RESTRICTIONS OF THE ATTACK HIT	28
13.3 FAULTS OF THE ATTACK HIT	28
RULE 14: BLOCK	28
14.1 BLOCKING	28
14.2 BLOCK CONTACT	28
14.3 BLOCKING WITHIN THE OPPONENT'S SPACE	28
14.4 BLOCK AND TEAM HITS	28
14.5 BLOCKING THE SERVICE	28
14.6 BLOCKING FAULTS	28
CHAPTER 5: INTERRUPTIONS, DELAYS AND INTERVALS	30
RULE 15: INTERRUPTIONS	30
15.1 NUMBER OF REGULAR GAME INTERRUPTIONS	30
15.2 SEQUENCE OF REGULAR GAME INTERRUPTIONS	30
15.3 REQUESTS FOR REGULAR GAME INTERRUPTIONS	30
15.4 TIME-OUTS	30
15.5 SUBSTITUTION	30
15.6 LIMITATIONS OF SUBSTITUTIONS	30
15.7 EXCEPTIONAL SUBSTITUTION	31
15.8 SUBSTITUTION FOR EXPULSION OR DISQUALIFICATION	31
15.9 ILLEGAL SUBSTITUTION	31
15.10 SUBSTITUTION PROCEDURE	31
15.11 IMPROPER REQUESTS	31
RULE 16: GAME DELAYS	32
16.1 TYPES OF DELAY	32
16.2 DELAY SANCTIONS	32
RULE 17: EXCEPTIONAL GAME INTERRUPTIONS	32
17.1 INJURY / ILLNESS	32
17.2 EXTERNAL INTERFERENCE	33
17.3 PROLONGED INTERRUPTIONS	33
RULE 18: INTERVALS AND CHANGE OF COURTS	33
18.1 INTERVALS	33
18.2 CHANGE OF COURTS	33

CHAPTER 6: PARTICIPANTS' CONDUCT	34
RULE 19: REQUIREMENTS OF CONDUCT	34
19.1 SPORTSMANLIKE CONDUCT	34
19.2 FAIR PLAY	34
RULE 20: MISCONDUCT AND ITS SANCTIONS	34
20.1 MINOR MISCONDUCT	34
20.2 MISCONDUCT LEADING TO SANCTIONS.....	34
20.3 SANCTION SCALE.....	34
20.4 APPLICATION OF MISCONDUCT SANCTIONS	35
20.5 MISCONDUCT BEFORE AND BETWEEN SETS	35
20.6 SUMMARY OF MISCONDUCT AND CARDS USED.....	35
PART 2, SECTION 2: THE REFEREES, THEIR RESPONSIBILITIES AND OFFICIAL HAND SIGNALS	36
RULE 21: REFEREEING TEAM AND PROCEDURES	37
21.1 COMPOSITION.....	37
21.2 PROCEDURES	37
RULE 22: 1st REFEREE	37
22.1 LOCATION	37
22.2 AUTHORITY	38
22.3 RESPONSIBILITIES.....	38
RULE 23: 2nd REFEREE	39
23.1 LOCATION	39
23.2 AUTHORITY	39
23.3 RESPONSIBILITIES.....	39
RULE 24: RESERVE REFEREE	40
24.1 LOCATION	40
24.2 RESPONSIBILITIES.....	40
RULE 25: SCORER	41
25.1 LOCATION	41
25.2 RESPONSIBILITIES.....	41
RULE 26: LINE JUDGES	41
26.1 LOCATION	41
26.2 RESPONSIBILITIES.....	42
RULE 27: OFFICIAL SIGNALS	42
27.1 REFEREES' HAND SIGNALS	42
27.2 LINE JUDGES' FLAG SIGNALS	42
PART 2, SECTION 3: DIAGRAMS	43
DIAGRAM 1a-1 (D1a-1): COMPETITION CONTROL AREA (WITHOUT MEDIA).....	44
DIAGRAM 1a-2 (D1a-2): COMPETITION CONTROL AREA (WITH MEDIA)	45

DIAGRAM 1b (D1b): THE PLAYING AREA	46
DIAGRAM 2 (D2): THE PLAYING COURT	47
DIAGRAM 3 (D3): DESIGN OF THE NET	48
DIAGRAM 4a (D4a): BALL CROSSING THE VERTICAL PLANE OF THE NET TO THE OPPONENT COURT	49
DIAGRAM 4b (D4b): BALL CROSSING THE VERTICAL PLANE OF THE NET TO THE OPPONENT FREE ZONE	50
DIAGRAM 5 (D5): COLLECTIVE SCREEN	51
DIAGRAM 6 (D6): COMPLETED BLOCK	51
DIAGRAM 7 (D7): SANCTION SCALES	52
DIAGRAM 8 (D8): LOCATION OF REFEREEING TEAM AND THEIR ASSISTANTS	53
DIAGRAM 9 (D9): REFEREES' OFFICIAL HAND SIGNALS	54
DIAGRAM 10 (D10): LINE JUDGES' OFFICIAL FLAG SIGNALS	61
PART 3: DEFINITIONS	62

GAME CHARACTERISTICS

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

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

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

In Volleyball, the team winning the 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.



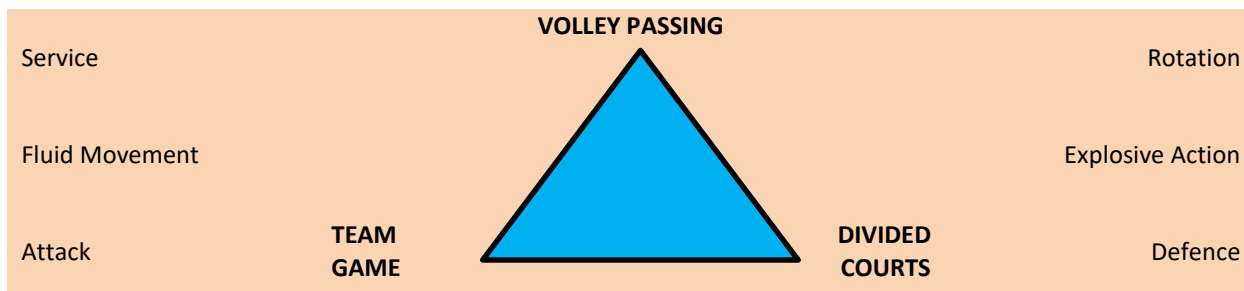
PART 1

PHILOSOPHY OF RULES AND REFEREEING

World ParaVolley is in agreement with FIVB, as described in the following pages

INTRODUCTION

By every measure, Volleyball is one of the world’s top sports – it has more affiliated federations, larger TV viewing figures, larger followers in social media, greater numbers of registered and recreational players than almost any other sport, and an image which is dynamic, clean and colorful, combining highly competitive sport and high-level show. Sitting Volleyball is one of the most successful and popular competitive and recreational Para Sports in the world and one of the only Para Sports in which athletes do not rely on technology and equipment.



William Morgan, the game’s creator, would still recognize it because Volleyball has retained certain distinctive and essential elements over the years. Some of these it shares with other net/ball/racquet games: Service - Rotation (taking turns to serve) – Attack – Defense – players able to play at the net and in the back of the court. But the sport has moved on. It is explosive, it is spectacular, it is fast and free flowing, and it has athletic players doing sensational things on court in crowded venues.

Additionally, Volleyball is unique amongst net games in insisting that the ball is in constant flight – a flying ball – and by allowing each team a degree of internal passing before the ball must be returned to the opponents, creating a kind sharing of the ball to produce equal opportunities for scoring points.

In recent years, the FIVB and World ParaVolley have made great strides in adapting the game to a modern audience, liberalizing the criteria for ball handling, introducing up to two specialist defensive ‘Libero’ players, introducing technology with the Video Challenge System to provide fairness to the effort of the athletes and encouraging policies that promote flowing play to entertain the public, both at the venue and on the screen.

THE RULES TEXT

This text is aimed at a broad Volleyball public – players, coaches, referees, spectators, commentators and others – because an understanding of the rules allows better play and personal satisfaction – coaches can create better team structure and tactics, giving players full rein to display their skills, and an understanding of the relationship between written rules and actual actions on the court allows officials to make better decisions.

Volleyball is both recreational and competitive. Recreational sport taps into the human spirit and promotes ‘fun’ and healthy life. Competition allows people to exhibit the best of ability, creativity, freedom of expression, and fighting spirit. The rules are designed and structured to allow all of these facets to flourish.

THE REFEREE WITHIN THIS FRAMEWORK

The essence of a good referee lies in the concept of fairness, justice and consistency (being positioned in the middle of both playing courts is a symbol of balance). Together these allow the players to trust the referee’s actions. However, the referee must be a facilitator rather than a controller, an orchestra director rather than a dictator, and an efficient promoter rather than an ‘efficient’ punisher.

By understanding the reason why a rule has been written and by being clear about its purpose within the framework of the ‘show’, the referee becomes a big part of the overall successful production, while remaining largely in the



background and intervening only when necessary. We can say that a good referee will use the rules to make the competition a fulfilling experience for all concerned.

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

Get involved! Keep the ball flying! Understand the game!



PART 2, SECTION 1

RULES OF THE GAME

CHAPTER 1

FACILITIES AND EQUIPMENT

1	PLAYING AREA	See Rules
	The playing area includes the playing court and the free zone. It shall be rectangular and symmetrical.	1.1, D1a, D1b
1.1	DIMENSIONS	D2
	<p>The playing court is a rectangle measuring 10 x 4 m, surrounded by a free zone which is a minimum of 3 m wide on all sides.</p> <p>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.</p> <p>For World ParaVolley, World and Official Competitions (including Zonal Championships), the free zone shall measure a minimum of 4 m from the side lines and 6 m from the end lines. The free playing space shall measure a minimum of 10 m in height from the playing surface.</p>	
1.2	PLAYING SURFACE	
1.2.1	<p>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.</p> <p>For World ParaVolley, World and Official Competitions (including Zonal Championships), only a wooden or synthetic surface is allowed. Any surface must be previously approved by World ParaVolley.</p>	
1.2.2	<p>On indoor courts the surface of the playing court must be of a light colour.</p> <p>For World ParaVolley, World and Official Competitions (including Zonal Championships), white colours are required for the lines. Other colours, different from each other, are required for the playing court and free zone.</p>	1.1, 1.3
1.2.3	On outdoor courts a slope of 5 mm per meter is allowed for drainage. Court lines made of solid material are forbidden.	1.3
1.3	LINES ON THE COURT	D2
1.3.1	All lines are 5 cm wide. They must be of a light colour which is different from the colour of the floor and from any other lines.	1.2.2
1.3.2	<p>BOUNDARY LINES</p> <p>Two sidelines and two end lines mark the playing court. Both sidelines and end lines are drawn inside the dimensions of the playing court.</p>	1.1
1.3.3	<p>CENTER LINE</p> <p>The axis of the center line divides the playing court into two equal courts measuring 4 x 4 m each; however, the entire width of the line is considered to belong to both courts equally. This line extends beneath the net from sideline to sideline.</p>	D2
1.4	ZONES AND AREAS	D1b, D2

<p>1.4.1 SERVICE ZONE</p> <p>The service zone is a 4 m wide area behind each end line.</p> <p>It is laterally limited by two short lines, each 15 cm long, drawn 20 cm behind the end line as an extension of the side lines. Both short lines are included in the width of the service zone.</p> <p>In depth, the service zone extends to the end of the free zone.</p> <p>1.4.2 SUBSTITUTION ZONE</p> <p>The substitution zone is part of the free zone on the side of the team benches and is limited by the extension of the center line to the end line.</p> <p>1.4.3 WARM-UP AREA</p> <p>For World ParaVolley, World and Official Competitions (including Zonal Championships), the warm-up areas, sized approximately 2 x 2 m, are located in both of the bench-side corners, outside the free zone (unless otherwise specified by the Technical Delegate).</p>		<p>1.3.2, 12, D1b</p> <p>1.1</p> <p>1.3.4, 15.6.1, D1b</p> <p>D1a, D1b</p>
<p>1.5 TEMPERATURE</p> <p>The minimum temperature shall not be below 10°C (50°F).</p> <p>For World ParaVolley, World and Official Competitions (including Zonal Championships), the maximum temperature shall not be higher than 25°C (77°F), and the minimum not lower than 16°C (61°F).</p>		
<p>1.6 LIGHTING</p> <p>Lighting should be no less than 300 lux.</p> <p>For World ParaVolley, World and Official Competitions (including Zonal Championships), the lighting on the playing area should be 1000 to 1500 lux measured at 1 m above the surface of the playing area.</p>		<p>1</p>
<p>2 NET AND POSTS</p>		<p>D3</p>
<p>2.1 HEIGHT OF THE NET</p> <p>2.1.1 Placed vertically over the center line there is a net whose top is set at the height of 1.15 m for male athletes and 1.05 m for female athletes.</p> <p>2.1.2 Its height is measured from the center of the playing court. The net height (over the two side lines) must be exactly the same and must not exceed the official height by more than 2 cm.</p>		<p>1.3.3</p> <p>1.1, 1.3.2, 2.1.1</p>
<p>2.2 STRUCTURE</p> <p>The net is 0.80 m wide and 4.5 to 5 m long (with 25 to 50 cm of each side of the side bands), made of 10 cm square black mesh.</p> <p>For World ParaVolley, World and Official Competitions (including Zonal Championships), the net should be 5 m in length.</p> <p>At its top is a horizontal band, 7 cm wide, made of two-fold white canvas, 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.</p> <p>Within the band, a flexible cable fastens the net to the posts and keeps its top taut.</p> <p>At the bottom of the net, there is another horizontal band, 5 cm wide, similar to the top band, through which threaded a rope. This rope fastens the net to the posts and keeps its lower part taut.</p>		<p>D3</p>
<p>2.3 SIDE BANDS</p>		

<p>Two white side bands are fastened vertically to the net and are placed directly above each sideline.</p> <p>They are 5 cm wide and 0.80 m long and are considered as part of the net.</p>	1.3.2, D3
<p>2.4 ANTENNAE</p>	
<p>An antenna is a flexible rod, 1.60 m long and 10 mm in diameter, made of fibreglass or similar material.</p>	
<p>An antenna is fastened at the outer edge of each side band. The antennae are placed on opposite sides of the net.</p>	2.3, D3
<p>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.</p>	
<p>The antennae are considered as part of the net and laterally delimit the crossing space.</p>	10.1.1, D3, D4a, D4b
<p>2.5 POSTS</p>	
<p>2.5.1 The posts supporting the net are placed at a distance of 0.5 to 1.0 m outside the side lines. They are a maximum of 1.25 m high and preferably adjustable.</p> <p>For World ParaVolley, World and Official Competitions (including Zonal Championships), the posts supporting the net are placed at a distance of 1 m outside the side lines and must be padded. Posts should be sunk into the ground unless World ParaVolley homologated free standing, weighted posts are approved for the event.</p>	D3
<p>2.5.2 The posts are rounded and smooth, fixed to the ground without wires. There shall be no dangerous or obstructing devices.</p>	
<p>2.6 ADDITIONAL EQUIPMENT</p>	
<p>All additional equipment is determined by World ParaVolley regulations.</p>	
<p>3 BALLS</p>	
<p>3.1 STANDARDS</p>	
<p>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.</p>	
<p>Its colour may be a uniform light colour or a combination of colours.</p>	
<p>Synthetic leather material and colour combinations of balls used in World ParaVolley, World and Official Competitions (including Zonal Championships), should comply with World ParaVolley standards.</p>	
<p>Its circumference is 65 to 67 cm and its weight is 260 to 280 g.</p>	
<p>Its inside pressure shall be 0.300 to 0.325 kg/cm² (4.26 to 4.61 psi; 294.3 to 318.8 mbar or hPa).</p>	
<p>3.2 UNIFORMITY OF BALLS</p>	
<p>All balls used in a match must have the same standards regarding circumference, weight, pressure, type, colour, etc.</p>	3.1
<p>World ParaVolley, World and Official Competitions (including Zonal Championships), must be played with World ParaVolley approved balls, unless by agreement of World ParaVolley.</p>	
<p>3.3 THREE-BALL SYSTEM</p>	
<p>For World ParaVolley, World and Official Competitions (including Zonal Championships), three balls shall be used. In this case, six ball retrievers are stationed, one at each corner of the free zone and one behind each referee.</p>	D8

CHAPTER 2

PARTICIPANTS

4	TEAMS	See Rules
4.1	TEAM COMPOSITION	
4.1.1	<p>For the match, a team may consist of a maximum of four (4) players (age as specified in the Regulations for the particular Youth Para Games) internationally classified with a 'Confirmed' sport class status or a 'Review' sport class status, including a maximum of one (1) player classified as 'minimal impairment' (VS2), plus:</p> <ul style="list-style-type: none"> - Coaching staff: one head coach, a maximum of one team assistant, and - Medical Staff: one team therapist and one medical doctor <p>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.</p> <p>The Team Manager or Team Journalist may not sit on or behind the bench in the Control Area.</p> <p>For World ParaVolley, World and Official Competitions (including Zonal Championships), the medical doctor and team therapist must be part of the official delegation and accredited beforehand by the World ParaVolley Medical Department.</p>	5.2, 5.3 7.2.1 D1a
4.1.2	One of the players is the team captain, who shall be indicated on the score sheet.	5.1
4.1.3	Only the players recorded on the score sheet may enter the court and play in the match. Once the coach and the team captain have signed the score sheet (team list for the electronic score sheet), the recorded players cannot be changed.	1, 4.1.1, 5.1.1, 5.2.2
4.2	LOCATION OF THE TEAM	
4.2.1	<p>The player 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.</p> <p>The benches for the team are located beside the scorer's table, outside the free zone.</p>	1.4.5, 5.2.3, 7.3.3 D1a, D1b
4.2.2	Only the team composition members are permitted to sit on the bench during the match and to participate in the official warm-up session.	4.1.1, 7.2
4.2.3	Players not in play may warm-up without balls as follows:	
4.2.3.1	during play: in the warm-up areas	1.4.5, 8.1, D1a, D1b
4.2.3.2	during time-outs and technical time-outs: in the free zone behind their court	1.3.3, 15.4
4.2.4	During set intervals, players may warm-up using balls within their own free zone.	18.1
4.3	EQUIPMENT	

A player's equipment consists of a jersey, shorts or long pants, socks (the uniform) and sport shoes. Players may play without shoes.

Players are permitted to wear tight-fitting compression garments under team shorts providing that they are:

- no longer than the shorts,
- are of the same colour as the shorts, or white or black or neutral colours, and
- team members playing in shorts are using the same type / combination.

A compression garment, without padding, may be worn under long pants. Team members playing in long pants must use the same type / combination.

Players are not allowed to sit on thick material or to wear specially made thick shorts or pants.

4.3.1 The colour and design for the jerseys, shorts or long pants, compression garments and socks must be uniform for the team. The uniforms must be clean. 4.1

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

For World ParaVolley, World and Official Competitions (including Zonal Championships), it is forbidden to wear shoes with marking soles.

4.3.3 Players' jerseys must be numbered from 1 to 99. 4.3.3.2

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

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

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

4.3.5 It is forbidden to wear uniforms of a colour different from that of the other players, and/or without official numbers.

4.4 CHANGE OF EQUIPMENT

The 1st referee may authorize one or more players: 22

4.4.1 to play without shoes;

For World ParaVolley, World and Official Competitions (including Zonal Championships), it is forbidden to play barefoot (without socks).

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

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 and numbered according to Rule 4.3.3. 4.1.1

4.5 FORBIDDEN OBJECTS

4.5.1 It is forbidden to wear objects that may cause injury or give an artificial advantage to the player. Bandages may be worn, but anything that may be dangerous is not permitted.

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

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

For World ParaVolley, World and Official Competitions (including Zonal Championships), these devices must be of the same colour as the corresponding part of the uniform. Black, white or neutral colours may also be used, but must be the same for the whole team.

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 score sheet (team list for the electronic score sheet) and represents his/her team in the toss. | 7.1, 26.2.1.1 |
| 5.1.2 | DURING THE MATCH and while on the court, the team captain is the game captain. When the team captain is not on the court, the coach or the team captain must assign another player on the court to assume the role of game captain. This game captain maintains his/her responsibilities until he/she is substituted, or the team captain returns to play, or the set ends.

When the ball is out of play, only the game captain is authorized to speak to the referees: | 15.2.1

8.2 |
| 5.1.2.1 | to ask for an explanation of the application or interpretation of the Rules, and also to submit the requests or questions of his/her teammates. If the game captain does not agree with the explanation of the 1 st referee, he/she may choose to protest against such decision and immediately indicates to the 1 st referee that he/she reserves the right to record an official protest on the score sheet at the end of the match; | 22.2.4 |
| 5.1.2.2 | to ask authorization:
a) to change all or part of the equipment,
b) to verify the service rotation of the teams,
c) to check the floor, the net, the ball, etc.; | 4.3, 4.4.2
7.4, 7.6
1.2, 2, 3 |
| 5.1.2.3 | in the absence of the coach, to request time-outs and substitutions. | 15.3.1, 15.4.1, 15.5.2 |
| 5.1.3 | AT THE END OF THE MATCH, the team captain: | 6.3 |
| 5.1.3.1 | thanks the referees and signs the score sheet to ratify the result; | 26.2.3.3 |
| 5.1.3.2 | may, when it has been noted in due time to the 1 st referee, confirm and record on the score sheet an official protest regarding the referee's application or interpretation of the rules. | 5.1.2.1, 26.2.3.2 |

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, the substitutes, and takes time-outs. In these functions, his/her contact is the 2 nd referee. | 1.1, 7.3.2, 15.4.1, 15.5.2 |
| 5.2.2 | PRIOR TO THE MATCH, the coach records or checks the names and numbers of his/her players on the score sheet team roster (team list for the electronic score sheet), and then signs it. | 4.1, 26.2.1.1 |
| 5.2.3 | DURING THE MATCH, the coach: | |
| 5.2.3.1 | prior to each set, gives the 2 nd referee or the scorer the line-up sheet(s) duly filled in and signed; | 7.3.2, 7.4, 7.6 |
| 5.2.3.2 | sits on the team bench nearest to the scorer, but may leave it; | 4.2 |

- 5.2.3.3 requests time-outs and substitutions;
- 5.2.3.4 may, as well as other team members, give instructions to the players on the court. The coach may give these instructions while standing or walking within the free zone in front of his/her team's bench from the extension of the start of the team bench to the warm-up area, if situated in the corner of the Competition Control Area, without disturbing or delaying the match.
- Should the warm-up area be situated behind the team bench, then the coach may move from the extension of the start of the team bench up to the end of his/her team's court, but must not obstruct the view of the line judges.**

5.3 TEAM ASSISTANT

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

15.4, 15.5

1.3.4, 1.4.5, D1a,
D1b, D2

5.1.2, 5.2

CHAPTER 3

PLAYING FORMAT

6	TO SCORE A POINT, TO WIN A SET AND THE MATCH	See Rules
6.1 TO SCORE A POINT		
6.1.1	<p>POINT</p> <p>A team scores a point:</p>	
6.1.1.1	by successfully landing the ball on the opponent's court;	8.3, 10.1.1
6.1.1.2	when the opponent team commits a fault;	6.1.2
6.1.1.3	when the opponent team receives a penalty.	16.2.3, 20.3.1
6.1.2	<p>FAULT</p> <p>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:</p>	
6.1.2.1	if two or more faults are committed successively, only the first one is counted;	
6.1.2.2	If two or more faults are committed by the opponents simultaneously, a DOUBLE FAULT is called and the rally is replayed.	6.1.2, D9 (22)
6.1.3	<p>RALLY AND COMPLETED RALLY</p> <p>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:</p> <ul style="list-style-type: none"> - the award of a penalty - loss of service for service hit made after the time limit. 	8.1, 8.2, 12.2.2.1, 12.4.4, 15.2.3, 15.11.1.3, 20.3.1
6.1.3.1	If the serving team wins a rally, it scores a point and continues to serve.	
6.1.3.2	If the receiving team wins a rally, it scores a point and it must serve next.	
6.2 TO WIN A SET		D9 (9)
A set is won by the team which 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.).		6.3.2
6.3 TO WIN THE MATCH		D9 (9)
6.3.1	The match is won by the team that wins two sets.	6.2
6.3.2	For all matches, all three sets will be played. The 3 rd set is also played to 25 points with a minimum lead of 2 points. In the case of a 24 – 24 tie, play is continued until a two point lead is achieved (26 – 24; 27 – 25; etc.).	7.1
6.4 DEFAULT AND INCOMPLETE TEAM		
6.4.1	If a team refuses to play after being summoned to do so, it is declared in default and forfeits the match with the result 0 – 3 for the match and 0 – 25 for each set.	6.2, 6.3
6.4.2	A team that, without justifiable reason, does not appear on the playing court on time is declared in default with the same result as in Rule 6.4.1.	

6.4.3 A team that is declared INCOMPLETE for the set or for the match loses the set or the match. The 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 1st referee carries out a toss to decide upon the first service and the sides of the court in the first set

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.

7.2 OFFICIAL WARM-UP SESSION

7.2.1 Prior to the match, if the teams have previously had a playing court exclusively at their disposal, they are entitled to a 6 minute official warm-up period together at the net; if not, they may have 10 minutes.
For World ParaVolley, World and Official Competitions (including Zonal Championships), teams will be entitled to a 10 minute warm-up period together at the net.

7.3 TEAM STARTING LINE-UP

7.3.1 There must always be three players per team in play. The three players on the court may include a maximum of one 'minimal impairment' player (VS2).
The team's starting line-up indicates the rotational order of the players on the court. This order must be maintained throughout the set.

7.3.2 Before the start of each set, the coach has to present the starting line-up of his/her team on a line-up sheet or via 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 scorer.

7.3.3 The player who is not in the starting line-up of a set is the substitute for that set.

7.3.4 Once the line-up sheet has been delivered to the 2nd referee or the scorer, no change in the line-up may be authorized without a regular substitution.

7.3.5 Discrepancies between players' positions on court and on the line-up sheet are dealt with as follows:

7.3.5.1 when such a discrepancy is discovered before the start of the set, players' positions must be rectified according to those on the line-up sheet – there will be no sanction;

7.3.5.2 when, before the start of the set, any player on court is found not to be registered on the line-up sheet of that set, this player must be changed to conform to the line-up sheet – there will be no sanction;

7.3.5.3	<p>however, if the coach wishes to keep such non-recorded player on the court, he / she has to request regular substitution, by use of the corresponding hand signal, which will then be recorded on the score sheet.</p> <p>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.</p>	15.2.2, D9 (5)
7.3.5.4	<p>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 (0 – 25, if necessary) gained from the moment the non-registered player entered the court, and will have to submit a revised line-up sheet and send a new registered player into the court, in the position of the non-registered player.</p>	6.1.2, 7.3.2
7.4 POSITIONS		
7.4.1	<p>At the moment the ball is hit by the server, each team must be positioned within its own court (except the server). There are no set positions.</p>	7.6.1, 8.1, 12.4
7.4.2	<p>After the service hit, the players may move around and occupy any position on their court and the free zone.</p>	
7.5 POSITIONAL FAULT		
7.5.1	<p>The team commits a positional fault if any player is on court through illegal substitution and play restarts; this is counted as a positional fault with the consequences of an illegal substitution.</p>	D9 (13) 7.3, 7.4, 15.9
7.6 ROTATION		
7.6.1	<p>The rotational order is determined by the team's starting line-up and controlled with the service order and players' positions throughout the set.</p>	7.3.1, 7.4.1, 12.2
7.6.2	<p>When the receiving team has gained the right to serve, its players rotate one position clockwise.</p>	
7.7 ROTATIONAL FAULT		
7.7.1	<p>A rotational fault is committed when the SERVICE is not made according to the rotational order. It leads to the following consequences in order:</p>	D9 (13) 7.6.1, 12
7.7.1.1	<p>the scorer stops play by use of the buzzer; the opponent gains a point and next service;</p> <p>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.</p>	6.1.3
7.7.1.2	<p>the rotational order of the faulty team must be rectified.</p>	7.6.1
7.7.2	<p>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.</p> <p>If that moment cannot be determined, no point(s) cancellation takes place, and a point and service to the opponent is the only sanction.</p>	26.2.2.2 6.1.3

CHAPTER 4

PLAYING ACTIONS

8	STATES OF PLAY	See Rules
8.1	BALL IN PLAY	
	The ball is in play from the moment of the hit of the service authorized by the 1 st referee.	12, 12.3
8.2	BALL OUT OF PLAY	
	The ball is out of play at the moment of the fault which is whistled by one of the referees; in the absence of a fault, at the moment of the whistle.	
8.3	BALL 'IN'	
	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.	D9 (14), D10 (1) 1.1, 1.3.2
8.4	BALL 'OUT'	
	The ball is OUT when:	
8.4.1	all parts of the ball which contact the floor are completely outside the boundary lines;	1.3.2, D9 (15), D10 (2)
8.4.2	it touches an object outside the court, the ceiling or a person out of play;	D9 (15), D10 (4)
8.4.3	it touches the antennae, ropes, posts or the net itself outside the side bands;	2.3, D3, D4a, D9 (15), D10 (4)
8.4.4	it crosses the vertical plane of the net either partially or totally outside the crossing space, except in the case of Rule 10.1.2;	2.3, D4a, D4b, D9 (15), D10 (4)
8.4.5	it crosses the lower space under the net completely.	22.3.2.3d, D4a, D9 (21)
9	PLAYING THE BALL	
	Each team must play within its own playing area and space (except Rule 10.1.2). The ball may, however, be retrieved from beyond its own free zone.	
9.1	TEAM HITS	
	A hit is any contact with the ball by a player in play.	14.4.1
	The team is entitled to a maximum of three hits (in addition to blocking) to return the ball. If more are used, the team commits the fault of FOUR HITS.	
9.1.1	CONSECUTIVE CONTACTS	9.2.3, 14.2, 14.4.2
	A player may not hit the ball two times consecutively (<i>except Rules 9.2.3, 14.2 and 14.4.2</i>).	
9.1.2	SIMULTANEOUS CONTACTS	
	Two or three players may touch the ball at the same moment.	
9.1.2.1	When two (or three) teammates touch the ball simultaneously, it is counted as two (or three) hits (with the exception of blocking). If they reach for the ball, but only one of them touches it, one hit is counted. A collision of players does not constitute a fault.	

9.1.2.2	When two opponents touch the ball simultaneously over the net and the ball remains in play, the team receiving the ball is entitled to another three hits. If such a ball goes “out”, it is the fault of the team on the opposite side.	
9.1.2.3	If simultaneous hits by two opponents over the net lead to a CATCH, it is a DOUBLE FAULT and the rally is replayed. However, a short catch is permitted when the extended contact does not stop the continuity of the play.	6.1.2.2, 9.2.2, D9 (22) 9.1.2.2
9.1.3	ASSISTED HIT 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 cross the center line, etc.) may be stopped or held back by a teammate.	1 1.3.3, 11.4.4
9.2	CHARACTERISTICS OF THE HIT	
9.2.1	The ball may touch any part of the body.	
9.2.2	The ball must not be caught and/or thrown. It can rebound in any direction	9.3.3
9.2.3	The ball may touch various parts of the body, provided that the contacts take place simultaneously. Exceptions:	
9.2.3.1	at blocking, consecutive contacts may be made by one or more player(s), provided that the contacts occur during one action;	14.1.1, 14.2
9.2.3.2	at the first hit of the team, the ball may contact various parts of the body consecutively, provided that the contacts occur during one action.	9.1, 14.4.1
9.3	FAULTS IN PLAYING THE BALL	
9.3.1	FOUR HITS: a team hits the ball four times before returning it.	9.1, D9 (18)
9.3.2	ASSISTED HIT: a player takes support from a teammate or any structure/object in order to hit the ball within the playing area.	9.1.3
9.3.3	CATCH: the ball is caught and/or thrown; it does not rebound from the hit.	9.2.2, D9 (16)
9.3.4	DOUBLE CONTACT: a player hits the ball twice in succession or the ball contacts various parts of his/her body in succession.	9.2.3, D9 (17)
9.3.5	LIFTING: part of the player’s body between the buttock and shoulders loses contact with the court during a playing action (exception Rule 9.4.1).	9.4.1, 9.4.2, 14.1.4, 14.6.3, D9 (25)
9.4	CONTACT WITH THE COURT	
9.4.1	At all times during playing actions, the players must contact the court with some part of the body between the buttocks and shoulders. Lifting is permitted all over the court when playing the ball in a defensive action (during 1 st , 2 nd , or 3 rd contact) if the contact is made when the ball is not entirely higher than the top of the net.	
9.4.2	To stand up, raise the body, or take steps is forbidden.	
10	BALL AT THE NET	
10.1	BALL CROSSING THE NET	
10.1.1	The ball sent to the opponent’s court must go over the net within the crossing space. The crossing space is the part of the vertical plane of the net limited as follows:	2.4, 10.2, D4a

10.1.1.1	below, by the top of the net;	2.2
10.1.1.2	at the sides, by the antennae, and their imaginary extensions;	2.4
10.1.1.3	above, by the ceiling.	
10.1.2	The ball that has crossed the net plane to the opponents' free zone totally or partly through the external space may be played back within the team hits, provided that:	9.1, D4b
10.1.2.1	the opponents' court is not touched by the player;	11.2.2
10.1.2.2	the ball, when played back, crosses the net plane again totally or partly through the external space on the same side of the court. The opposing team may not prevent such action.	11.4.4, D4b
10.1.3	The ball that is heading towards the opponent's court through the lower space is in play until the moment it has completely crossed the vertical plane of the net.	22.3.2.3d, D4a, D9 (21)
10.2	BALL TOUCHING THE NET	
	While crossing the net, the ball may touch it.	10.1.1
10.3	BALL IN THE NET	
10.3.1	A ball driven into the net may be recovered within the limits of the three team hits.	9.1
10.3.2	If the ball rips the mesh of the net or tears it down, the rally is cancelled and replayed.	
11	PLAYER AT THE NET	
11.1	REACHING BEYOND THE NET	
11.1.1	In blocking, a player may touch the ball beyond the net, provided that he/she does not interfere with the opponent's play before or during the latter's attack hit.	14.1, 14.3
11.1.2	After an attack hit, a player is permitted to pass his/her hand beyond the net, provided that the contact has been made within his/her own playing space.	
11.2	PENETRATION UNDER THE NET	
11.2.1	It is permitted to penetrate into the opponent's space under the net, provided that this does not interfere with the opponent's play.	
11.2.2	It is permitted to touch the opponent's court beyond the center line with any part of the body provided that it does not interfere with the opponent's play.	1.3.3, D9 (21)
11.2.3	A player may enter the opponent's court after the ball goes out of play.	8.2
11.2.4	Players may penetrate into the opponent's free zone provided that they do not interfere with the opponent's play.	
11.3	CONTACT WITH THE NET	
11.3.1	Contact with the net by a player is not a fault, unless it interferes with the play.	11.4.4, 22.3.2.3c, 23.3.2.3, D3
11.3.2	Players may touch the post, ropes or any other object outside the antennae, including the net itself, provided that it does not interfere with the play.	D3
11.3.3	When the ball is driven into the net, causing it to touch an opponent, no fault is committed.	

11.4	PLAYER'S FAULTS AT THE NET	
11.4.1	A player touches the ball or an opponent in the opponent's space before or during the opponent's attack hit.	11.1.1, D9 (20)
11.4.2	A player interferes with the opponent's play while penetrating into the opponent's space under the net.	11.2.1
11.4.3	A player penetrates into the opponent's court interfering with the opponent's play.	11.2.2, D9 (21)
11.4.4	A player interferes with play by (amongst others): <ul style="list-style-type: none"> - touching the top band of the net between the antennae or the antenna itself during his/her action of playing the ball or attempting to play the ball, - using the net between the antennae as a support of stabilizing aid while playing the ball, - 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 <p>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.</p> <p>However, touching the net outside the antenna is not to be considered a fault (except for Rule 9.1.3).</p>	11.3.1 D9 (19)
12	SERVICE	
	Service is the act of putting the ball into play by the player placed in the service zone.	1.4.2, 8.1, 12.4.1
12.1	FIRST SERVICE IN A SET	
12.1.1	The first service of the first set, as well as that of the deciding 3 rd set, is executed by the team determined by the toss.	6.3.2, 7.1
12.1.2	The other sets will be started with the service of the team that did not serve first in the previous set.	11.2.1
12.2	SERVICE ORDER	
12.2.1	The players must follow the service order recorded on the line-up sheet.	7.3.1, 7.3.2
12.2.2	After the first service in a set, the player to serve is determined as follows:	12.1
12.2.2.1	when the serving team wins the rally, the player (or his/her substitute) who served before, serves again;	6.1.3, 15.5
12.2.2.2	when the receiving team wins the rally, it gains the right to serve and rotates before actually serving. The player who moves from the front-right position to the back-right position will serve.	6.1.3, 7.6.2
12.3	AUTHORIZATION OF THE SERVICE	
	The 1 st referee authorizes the service, after having checked that the two teams are ready to play, and that the server is in possession of the ball.	12, D9 (1)
12.4	EXECUTION OF THE SERVICE	
12.4.1	The ball shall be hit with one hand or any part of the arm after being tossed or released from the hand(s).	D9 (10)
12.4.2	Only one toss or release of the ball is allowed. Dribbling or moving the ball in the hands is permitted.	

12.4.3	At the moment of the service hit, the server's buttocks must not touch the court (the end line included) or the floor outside the service zone. The server's foot (feet), leg(s), or hand(s) may touch the court and/or the free zone outside the service zone.	1.4.2, 28.2.1.4, D9 (21), D10 (4)
12.4.4	The server must hit the ball within 8 seconds after the 1 st referee whistles for service.	12.3, D9 (11)
12.4.5	A service executed before the referee's whistle is cancelled and repeated.	12.3
12.5	SCREENING	D5, D9 (12)
12.5.1	The players of the serving team must not prevent their opponent, through individual or collective screening, from seeing the service hit and the flight path of the ball.	12.5.2
12.5.2	A player or group of players of the serving team make(s) a screen by waving arms or moving sideways during the execution of the service, or by sitting grouped, and in doing so hides both the service hit and the flight path of the ball until the ball reaches the vertical plane of the net.	12.4, D5
12.6	FAULTS MADE DURING THE SERVICE	
12.6.1.	SERVING FAULTS The following faults lead to a change of service even if the opponent is out of position. The server:	12.2.2.2, 12.7.1
12.6.1.1	violates the serving order;	12.2
12.6.1.2	does not execute the service properly;	12.4
12.6.1.3	lifts his/her buttocks.	9.4.1
12.6.2	FAULTS AFTER THE SERVICE HIT After the ball has been correctly hit, the service becomes a fault (unless a player is out of position) if the ball:	12.7, 12.7.2
12.6.2.1	touches a player of the serving team or fails to cross the vertical plane of the net completely through the crossing space;	8.4.4, 8.4.5, 10.1.1, D9 (19)
12.6.2.2	goes OUT;	8.4, D9 (15)
12.6.2.3	passes over a screen.	12.5, D9 (12)
12.7	SERVING FAULTS AND POSITIONAL FAULTS	
12.7.1	If the server makes a fault at the moment of the service hit (improper execution, wrong rotational order, etc.) and the opponent is out of position, it is the serving fault that is sanctioned.	7.5.1, 7.5.2, 12.6.1
12.7.2	Instead, if the execution of the service has been correct, but the service subsequently becomes faulty (goes out, goes over a screen, etc.), the positional fault has taken place first and is sanctioned.	7.5.3, 12.6.2
13	ATTACK HIT	
13.1	CHARACTERISTICS OF THE ATTACK HIT	12, 14.1.1
13.1.1	All actions that direct the ball towards the opponent, with the exception of the service and block, are considered as attack hits.	
13.1.2	During an attack hit, tipping is permitted only if the ball is cleanly hit, and not caught or thrown.	9.2.2

13.1.3	An attack hit is completed at the moment the ball completely crosses the vertical plane of the net or is touched by an opponent.	
13.1.4	To attack an opponent's service is permitted.	13.2.1
13.2	RESTRICTIONS OF THE ATTACK HIT	
13.2.1	A 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.	7.4.1.1
13.3	FAULTS OF THE ATTACK HIT	
13.3.1	A player hits the ball within the playing space of the opposing team.	13.2.1, D9 (20)
13.3.2	A player hits the ball out.	8.4, D9 (15)
13.3.3	A player lifts his/her buttocks at the moment he/she hits the ball.	9.3.5, 9.4.1, D9 (25)
14	BLOCK	
14.1	BLOCKING	
14.1.1	Blocking is the action of players close to the net to intercept the ball coming from the opponent by reaching higher than the top of the net, regardless of the height of the ball contact. At the moment of the contact with the ball, a part of the body must be higher than the top of the net.	7.4.1.1
14.1.2	BLOCK ATTEMPT A block attempt is the action of blocking without touching the ball.	
14.1.3	COMPLETED BLOCK A block is completed whenever the ball is touched by a blocker.	D6
14.1.4	COLLECTIVE BLOCK A collective block is executed by two or three players close to each other and is completed when one of them touches the ball.	13.2.1
14.2	BLOCK CONTACT Consecutive (quick and continuous) contacts with the ball may occur by one or more blockers, provided that the contacts are made during one action.	9.1.1, 9.2.3
14.3	BLOCKING WITHIN THE OPPONENT'S SPACE In blocking, the player may place his/her hands and arms beyond the net, provided that this action does not interfere with the opponent's play. Thus, it is not permitted to touch the ball beyond the net until an opponent has executed an attack hit.	13.1.1
14.4	BLOCK AND TEAM HITS	
14.4.1	A block contact is not counted as a team hit. Consequently, after a block contact, a team is entitled to three hits to return the ball.	9.1, 14.4.2
14.4.2	The first hit after the block may be executed by any player, including the one who has touched the ball during the block.	14.4.1
14.5	BLOCKING THE SERVICE To block an opponent's service is permitted.	
14.6	BLOCKING FAULTS	
14.6.1	The blocker touches the ball in the opponent's space either before or simultaneously with the opponent's attack hit.	14.3

- 14.6.2 The blocker lifts his/her buttocks when he/she is playing the ball or participates in a block. **Lifting his/her buttocks while blocking without touching the ball is NOT a fault.**
- 14.6.3 The ball is sent out off the block.
- 14.6.4 Blocking the ball in the opponent's space from outside the antenna.

9.3.5, 9.4.1, D9 (25)

8.4

CHAPTER 5

INTERRUPTIONS, DELAYS AND INTERVALS

15	INTERRUPTIONS	See Rules
	<p>An interruption is the time between one completed rally and the 1st referee's whistle for the next service.</p> <p>The only regular game interruptions are TIME-OUTS and SUBSTITUTIONS.</p>	6.1.3, 8.1, 8.2, 15.4, 15.5, 23.2.6
	15.1 NUMBER OF REGULAR GAME INTERRUPTIONS	
	Each team may request a maximum of two time-outs and two substitutions per set.	6.2, 15.4 15.5
	15.2 SEQUENCE OF REGULAR GAME INTERRUPTIONS	
15.2.1	Request for one or two time-outs, and one request for substitution by either team may follow one another, within the same interruption.	15.4, 15.5
15.2.2	However, a team is not authorized to make consecutive requests for substitution during the same interruption.	15.5, 15.6.1
15.2.3	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 (Rules 15.5.2, 15.7, 15.8)).	6.1.3, 15.5
15.2.4	It is not permitted to request any regular game interruptions after having had a request rejected and sanctioned by a delay warning during the same interruption (i.e., before the end of the next completed rally).	
	15.3 REQUESTS FOR REGULAR GAME INTERRUPTIONS	
15.3.1	Regular game interruptions may be requested by the coach, or in the absence of the coach, by the game captain, and only by them.	5.1.2, 5.2, 5.3.2, 15
15.3.2	Substitution before the start of a set is permitted and should be recorded as a regular substitution in that set.	7.3.4
	15.4 TIME-OUTS	
15.4.1	Time-out requests must be made by showing the corresponding hand signal, when the ball is out of play and before the whistle for service. All requested time-outs last for 30 seconds.	6.1.3, 8.2, 12.3, D9 (4)
	For World ParaVolley, World and Official Competitions (including Zonal Championships), it is obligatory to use the buzzer and then the hand signal to request time-out.	D9 (4)
15.4.2	During all time-outs, the players in play must go to the free zone near their bench.	D1a
	15.5 SUBSTITUTION	
15.5.1	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 at that moment.	19.3.2.1, D9 (5)
15.5.2	When the substitution is enforced through injury to a player in play this may be accompanied by the coach (or game captain) showing the corresponding hand signal.	5.1.2.3, 5.2.3.3, 6.1.3, 8.2, 12.3, D9 (5)
	15.6 LIMITATIONS OF SUBSTITUTIONS	

15.6.1	A player of the starting line-up may leave the set, but only once in a set, and re-enter, but only once in a set, and only to his/her previous position in the line-up.	7.3.1
15.6.2	A substitute player may enter the set in place of a player of the starting line-up, but only once per set, and he/she can only be substituted by the same starting player.	7.3.1
15.7	EXCEPTIONAL SUBSTITUTION	
	A player who cannot continue playing due to injury, illness, disqualification or expulsion should be substituted legally. If this is not possible, the team is entitled to make an EXCEPTIONAL substitution, beyond the limits of Rule 15.6.	6.1.3, 15.6
	An exceptional substitution means that any player who is not on the court at the time of the injury/illness/expulsion/disqualification, may be substituted into the game for the injured/ill/expelled/disqualified player. The substituted injured/ill/expelled player substituted via exceptional substitution is not allowed to re-enter the match.	
	An exceptional substitution cannot be counted in any case as a regular substitution but should be recorded on the score sheet as part of the total of substitutions in the set and the match.	
15.8	SUBSTITUTION FOR EXPULSION OR DISQUALIFICATION	
	An EXPELLED or DISQUALIFIED player must be substituted immediately through a legal substitution. If this is not possible, the team has the right to do an exceptional substitution. If no exceptional substitution is possible, the team is declared INCOMPLETE.	6.4.3, 7.3.1, 15.6, 20.3.2, 20.3.3, D9 (5)
15.9	ILLEGAL SUBSTITUTION	
15.9.1	A substitution is illegal if it exceeds the limitations indicated in rule 15.6 (except in the case of Rule 15.7), or an unregistered player is involved.	
15.9.2	When a team has made an illegal substitution and the play has been resumed the following procedure shall apply, in sequence:	8.1, 15.6
15.9.2.1	the team is penalized with a point and service to the opponent,	6.1.3
15.9.2.2	the substitution must be rectified,	
15.9.2.3	the points scored by the team at fault since the fault was committed are cancelled; the opponent's points remain valid.	
15.10	SUBSTITUTION PROCEDURE	
15.10.1	Substitution must be carried out within the substitution zone.	1.4.3, D1b
15.10.2	A substitution shall only last the time needed for recording the substitution on the score sheet and allowing entry and exit of the players.	15.10, 23.2.6, 26.2.2.3
15.10.3.1	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 of before the start of the set.	
15.10.3.2	If the player is not ready, the substitution is not granted and the team is sanctioned for a delay.	16.2, D7
15.10.3.3	The request for substitution is acknowledged and announced by the scorer or 2 nd referee, by use of the buzzer or whistle respectively. The 2 nd referee authorizes the substitution.	23.2.6
15.11	IMPROPER REQUESTS	

15.11.1	It is improper to request any game interruption:	15
15.11.1.1	during a rally or at the moment of or after the whistle to serve,	12.3
15.11.1.2	by a non-authorized team member,	5.1.2.3, 5.2.3.3
15.11.1.3	for a second substitution by the same team during the same interruption, except in the case of injury/illness of a player in play,	15.2.2, 15.2.3, 16.1, 26.2.2.6
15.11.1.4	after having exhausted the authorized number of time-outs and substitutions.	15.1
15.11.2	The first improper request by a team in the match that does not affect or delay the match shall be rejected, but it must be recorded on the score sheet without any other consequences.	16.1, 26.2.2.6
15.11.3	Any further improper request in the match by the same team constitutes a delay.	16.1.4
16	GAME DELAYS	
16.1	TYPES OF DELAY	
	An improper action of a team that defers resumption of the game is a delay and includes, among others:	7.4.1.1
16.1.1	delaying regular game interruptions;	15.10.2
16.1.2	prolonging interruptions, after having been instructed to resume the game;	15
16.1.3	requesting an illegal substitution;	15.9
16.1.4	repeating an improper request;	15.11.3
16.1.5	delaying the game by a team member.	
16.2	DELAY SANCTIONS	D7
16.2.1	DELAY WARNING and DELAY PENALTY are team sanctions.	
16.2.1.1	Delay sanctions remain in force for the entire match.	6.3
16.2.1.2	All delay sanctions are recorded on the score sheet.	26.2.2.6
16.2.2	The first delay in the match by a team member is sanctioned with a DELAY WARNING.	4.1.1, D9 (24)
16.2.3	The second and subsequent delays of any type by any member of the same team in the same match constitute a fault and are sanctioned with a DELAY PENALTY; a point and service to the opponent.	6.1.3, D9 (24)
16.2.4	Delay sanctions imposed before or between sets are applied in the following set.	18.1
17	EXCEPTIONAL GAME INTERRUPTIONS	
17.1	INJURY / ILLNESS	8.1
17.1.1	Should a serious accident occur while the ball is in play, the referee must stop the game immediately and permit medical assistance to enter the court. The rally is then replayed.	6.1.3
17.1.2	If an injured/ill player cannot be substituted legally or exceptionally, the player is given a 3 minute recovery time, but not more than once for the same player in the same match. If the player does not recover, his/her team is declared incomplete.	15.6, 15.7, 23.2.8 6.4.3, 7.3.1

17.2	EXTERNAL INTERFERENCE	
	If there is any external interference during the game, the play has to be stopped and the rally is replayed.	6.1.3, D9 (22)
17.3	PROLONGED INTERRUPTIONS	
17.3.1	If unforeseen circumstances interrupt the match, the 1 st referee, the Organizer and the Control Committee (if there is one) shall decide the measures to be taken to re-establish normal conditions.	22.2.3
17.3.2	Should one or several interruptions occur, not exceeding 4 hours in total:	17.3.1
17.3.2.1	if the match is resumed on the same playing court, the interrupted set shall continue normally with the same score, players (except expelled or disqualified ones) and positions. The sets already played will keep their scores;	1, 7.3
17.3.2.2	if the match is resumed on another playing court, the interrupted set is cancelled and replayed with the same team members and the same starting line-ups (except expelled or disqualified ones) and the record of all sanctions will be maintained. The sets already played will keep their scores.	7.3, 20.4.1, D7
17.3.3	Should one or several interruptions occur, exceeding 4 hours in total, the whole match shall be replayed.	
18	INTERVALS AND CHANGE OF COURTS	
18.1	INTERVALS	
	An interval is the time between sets. All intervals last 3 minutes.	4.2.4
	During this period of time, the change of courts and line-up registrations of the teams on the score sheet are made.	7.3.2, 18.2, 26.2.1.2
	The interval between the second and third set can be extended up to 10 minutes by the competent body at the request of the Organizer.	
18.2	CHANGE OF COURTS	D9 (3)
18.2.1	After each set, the teams change court.	7.1
18.2.2	In the third set, once the leading team reaches 13 points, the teams change courts without delay and the player positions remain the same.	6.3.2, 7.4.1, 26.2.2.5
	If the change is not made once the leading team reaches 13 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 6

PARTICIPANTS' CONDUCT

19	REQUIREMENTS OF CONDUCT	See Rules
19.1 SPORTSMANLIKE CONDUCT		
19.1.1	Participants must know the Official Youth Sitting Volleyball Rules and abide by them.	
19.1.2	Participant must accept referees' decisions with sportsmanlike conduct, without disputing them. In case of doubt, clarification may be requested only through the game captain.	5.1.2.1
19.1.3	Participants must refrain from actions or attitudes aimed at influencing the decisions of the referees or covering up faults committed by their team.	
19.2 FAIR PLAY		
19.2.1	Participants must behave respectfully and courteously in the spirit of FAIR PLAY, not only towards the referees, but also towards other officials, the opponent, teammates and spectators.	
19.2.2	Communication between team members during the match is permitted.	5.2.3.4
20 MISCONDUCT AND ITS SANCTIONS		
20.1 MINOR MISCONDUCT		
	Minor misconduct offences are not subject to sanctions. It is the 1 st 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 on the score sheet but has no immediate consequences.	5.1.2, 21.3 D7, D9 (6a)
20.2 MISCONDUCT LEADING TO SANCTIONS		
	Incorrect conduct by a team member towards officials, opponents, teammates or spectators is classified in three categories according to the seriousness of the offence.	4.1.1
20.2.1	RUDE CONDUCT: action contrary to good manners or moral principles.	
20.2.2	OFFENSIVE CONDUCT: defamatory or insulting words or gestures or any action expressing contempt.	
20.2.3	AGGRESSION: actual physical attack or aggressiveness or threatening behaviour.	
20.3 SANCTION SCALE		D9
	According to the judgement of the 1 st 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.	20.2, 26.2.2.6
20.3.1	PENALTY The first rude conduct in the match by any team member is penalized with a point and service to the opponent.	D9 (6b) 4.1.1, 20.2.1
20.3.2	EXPULSION	D9 (7)

20.3.2.1	<p>A team member who is sanctioned by expulsion shall not play for the remainder of the set, must be substituted legally and immediately if on court and must remain seated in the penalty area with no other consequences.</p> <p>An expelled coach loses his/her right to intervene in the set and must remain seated in the penalty area.</p>	<p>1.4.6, 4.1.1, 5.2.1, 5.3.2, D1a, D1b</p> <p>5.2.3.3</p>
20.3.2.2	<p>The first OFFENSIVE CONDUCT by a team member is sanctioned by expulsion with no other consequences.</p>	4.1.1, 20.2.2
20.3.2.3	<p>The second RUDE CONDUCT in the same match by the same team member is sanctioned by expulsion with no other consequences.</p>	4.1.1, 20.2.1
20.3.3	DISQUALIFICATION	D9 (8)
20.3.3.1	<p>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.</p>	4.1.1, D1a
20.3.3.2	<p>The first PHYSICAL ATTACK or implied or threatened AGGRESSION is sanctioned by disqualification with no other consequences.</p>	20.2.3
20.3.3.3	<p>The second OFFENSIVE CONDUCT in the same match by the same team member is sanctioned by disqualification with no other consequences.</p>	4.1.1, 20.2.2
20.3.3.4	<p>The third RUDE CONDUCT in the same match by the same team member is sanctioned by disqualification with no other consequences.</p>	4.1.1, 20.2.1
<p>20.4 APPLICATION OF MISCONDUCT SANCTIONS</p>		
20.4.1	<p>All misconduct sanctions are individual sanction, remain in force for the entire match and are recorded on the score sheet.</p>	20.3, 26.2.2.6
20.4.2	<p>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).</p>	4.1.1, 20.2, 20.3, D7
20.4.3	<p>Expulsion or disqualification due to offensive conduct or aggression does not require a previous sanction.</p>	20.2, 20.3
<p>20.5 MISCONDUCT BEFORE AND BETWEEN SETS</p>		
	<p>Any misconduct occurring before or between sets is sanctioned according to Rule 20.3 and sanctions apply in the following set.</p>	18.1, 20.2, 20.3
<p>20.6 SUMMARY OF MISCONDUCT AND CARDS USED</p>		
	Warning: no sanction	20.1
	<ul style="list-style-type: none"> - STAGE 1: verbal warning - STAGE 2: symbol YELLOW card 	
	Penalty: sanction – symbol RED card	20.3.1
	Expulsion: sanction – symbol YELLOW and RED cards jointly	20.3.2
	Disqualification: sanction – symbol YELLOW and RED cards separately	20.3.3



PART 2, SECTION 2

**THE REFEREES, THEIR RESPONSIBILITIES
AND OFFICIAL HAND SIGNALS**

CHAPTER 7

REFEREES

21	REFEREEING TEAM AND PROCEDURES	See Rules
21.1	COMPOSITION	
	The refereeing team for a match is composed of the following officials:	
	- The 1 st referee,	22
	- The 2 nd referee,	23
	- The Reserve referee,	24
	- The scorer,	25
	- two line judges.	26
	Their location is shown in Diagram 10.	
	For World ParaVolley, World and Official Competitions (including Zonal Championships), a Reserve Referee are compulsory.	24
21.2	PROCEDURES	
21.2.1	Only the 1 st and 2 nd referees may blow a whistle during the match:	
21.2.1.1	the 1 st referee gives the signal for the service that begins the rally;	6.1.3, 12.3
21.2.1.2	the 1 st or 2 nd referee signals the end of the rally, provided that they are sure that a fault has been committed and they have identified its nature.	
21.2.2	They may blow the whistle when the ball is out of play to indicate that they authorize or reject a team request.	5.1.2, 8.2
21.2.3	Immediately after the referee's whistle to signal completion of the rally, they have to indicate with the official hand signals:	21.2.1.2, 29.1
21.2.3.1	if the fault is whistled by the 1 st referee, he/she will indicate in order:	
	a) the team to serve,	
	b) the nature of the fault,	
	c) the player(s) at fault (if necessary).	12.2.2, D9 (2)
21.2.3.2	If the fault is whistled by the 2 nd referee, he/she will indicate:	
	a) the nature of the fault,	
	b) the player(s) at fault (if necessary),	
	c) the team to serve following the hand signal of the 1 st referee.	12.2.2
	In this case, the 1 st referee does not show either the nature of the fault or the player at fault, but only the team to serve.	D9 (2)
21.2.3.3	In the case of a double fault both referees indicate in order:	
	a) the nature of the fault,	
	b) the players at fault (if necessary),	17.3, D9 (22)
	The team to serve next is then indicated by the 1 st referee.	12.2.2, D9 (2)
22	1st REFEREE	
22.1	LOCATION	
	The 1 st referee performs his/her functions standing behind the post located at one end of the net on the opposite side to the scorer.	D1a, D1b, D8

22.2 AUTHORITY		
22.2.1	<p>The 1st referee directs the match from the start until the end. He/she has authority over all members of the refereeing team and the members of the teams.</p> <p>During the match his/her decisions are final. He/she is authorized to overrule the decisions of other members of the refereeing team, if it is noticed that they are mistaken.</p> <p>He/she may even replace a member of the refereeing team who is not performing his/her functions properly.</p>	4.1.1, 6.3
22.2.2	He/she also controls the work of the ball retrievers, floor wipers and moppers.	3.3
22.2.3	He/she has the power to decide any matters involving the game, including those not provided for in the rules.	
22.2.4	<p>He/she shall not permit any discussion about his/her decisions.</p> <p>However, at the request of the game captain, the 1st referee will give an explanation on the application or interpretation of the rules upon which he/she has based the decision.</p> <p>If the game captain does not agree with this explanation and chooses to protest against such decision, he/she must immediately reserve the right to file and record this protest at the conclusion of the match. The 1st referee must authorize this right of the game captain.</p>	19.1.2 5.1.2.1 5.1.2.1, 5.1.3.2, 26.2.3.2
22.2.5	The 1 st referee is responsible for determining before and during the match whether the playing area, equipment and the conditions meet playing requirements.	Chapter 1, 22.3.1.1
22.3 RESPONSIBILITIES		
22.3.1	Prior to the match, the 1 st referee:	
22.3.1.1	inspects the condition of the playing area, the balls and other equipment;	Chapter 1, 22.2.5
22.3.1.2	performs the toss with the team captains;	7.1
22.3.1.3	controls the teams' warm-up.	7.2
22.3.2	During the match, he/she is authorized:	
22.3.2.1	to issue warnings to the teams;	20.1
22.3.2.2	to sanction misconducts and delays;	16.2, 21.2, D7, D9 (6a, 6b, 7, 8, 24)

<p>22.3.2.3</p> <p>a) the faults of the server including the screen;</p> <p>b) the faults in playing the ball, including lifting;</p> <p>c) the faults above the net, and the faulty contact of the player with the net, primarily on the attacker's side;</p> <p>d) the ball completely crossing the lower space under the net;</p> <p>e) the ball that crosses the net totally or partly outside of the crossing space to the opponent's court or contacts the antenna on his/her side of the playing court;</p> <p>f) the served ball and the 3rd hit passing over or outside the antenna on his/her side of the court.</p>		<p>7.4, 12.4, 12.5, 12.7.1, D5, D9 (12, 13)</p> <p>9.3, 9.4, D9 (16, 17, 18, 25)</p> <p>11.3.1, 11.4.1, 11.4.4, D9 (19)</p> <p>8.4.5, D4a, D9 (21)</p> <p>8.4.5, 23.3.2.7, D4a, D9 (15)</p> <p>D9 (15)</p>
<p>22.3.3</p>	<p>At the end of the match, he/she checks the score sheet and signs it.</p>	<p>23.3.3, 26.2.3.3</p>
<p>23</p>	<p>2nd REFEREE</p>	
<p>23.1</p>	<p>LOCATION</p>	
	<p>The 2nd referee performs his/her functions standing outside the playing court near the post, on the opposite side of and facing the 1st referee.</p>	<p>D1a, D1b, D8</p>
<p>23.2</p>	<p>AUTHORITY</p>	
<p>23.2.1</p>	<p>The 2nd referee is the assistant of the 1st referee, but also has his/her own range of jurisdiction.</p> <p>Should the 1st referee become unable to continue his/her work, the 2nd referee may replace him/her</p>	<p>22.3</p>
<p>23.2.2</p>	<p>He/she may, without whistling, also signal faults outside his/her range of jurisdiction, but may not insist on them to the 1st referee.</p>	<p>22.3</p>
<p>23.2.3</p>	<p>He/she controls the work of the scorer.</p>	<p>26.2, 27.2</p>
<p>23.2.4</p>	<p>He/she supervises the team members on the team bench and reports their misconduct to the 1st referee.</p>	<p>4.2.1</p>
<p>23.2.5</p>	<p>He/she controls the players in the warm-up area.</p>	<p>4.2.3</p>
<p>23.2.6</p>	<p>He/she authorizes the regular game interruptions, controls their duration and rejects improper requests.</p>	<p>15, 15.11, 26.2.2.3</p>
<p>23.2.7</p>	<p>He/she controls the number of time-outs and substitutions used by each team, and reports the 2nd time-out and 2nd substitutions to the 1st referee and the coach concerned.</p>	<p>15.1, 26.2.2.3</p>
<p>23.2.8</p>	<p>In the case of an injury of a player, he/she authorizes an exceptional substitution or grants a 3 minute recovery time.</p>	<p>15.7, 17.1.2</p>
<p>23.2.9</p>	<p>He/she checks the floor condition, mainly in the front zone. He/she also checks, during the match, that the balls still fulfill the regulations.</p>	<p>1.2.1, 3</p>
	<p>For World ParaVolley, World and Official Competitions (including Zonal Championships), the duties recorded under Rule 23.2.5 are carried out by the Reserve Referee.</p>	
<p>23.3</p>	<p>RESPONSIBILITIES</p>	

23.3.1	At the start of each set, at the change of courts in the deciding set and whenever necessary, the 2 nd referee checks that the actual positions of the players on the court correspond to those on the line-up sheets.	5.2.3.1, 7.3.2, 7.3.5, 18.2.2
23.3.2	During the match, he/she decides, whistles and signals:	
23.3.2.1	penetration into the opponent's court, and the space under the net;	1.3.3, 11.2, D4a, D9 (22)
23.3.2.2	positional faults of the receiving team;	D9 (13)
23.3.2.3	the faulty contact of the player with the net primarily on the blocker's side and with the antenna on his/her side of the court;	11.3.1, D9 (19)
23.3.2.4	the contact of the ball with an outside object;	8.4.2, 8.4.3, D9 (15)
23.3.2.5	the contact of the ball with the floor when the 1 st referee is not in position to see the contact;	8.3
23.3.2.6	the ball that crosses the net totally or partly outside of the crossing space to the opponent's court or contacts the antenna on his/her side of the court;	8.4.3, 8.4.4, D4a, D9 (15)
23.3.2.7	lifting faults, especially by the blockers;	9.3.5, 9.4.1, D9 (25)
23.3.2.8	The served ball and the 3 rd hit passing over or outside the antenna on his/her side of the court.	D9 (15)
23.3.3	At the end of the match, he/she checks the score sheet and signs it.	22.3.3., 26.2.3.3

24

RESERVE REFEREE

For World ParaVolley, World, and Official Competitions (including Zonal Championships), a Reserve referee is compulsory.

24.1

LOCATION

The Reserve referee carries out his/her functions located in a separate position determined by the World ParaVolley court layout.

24.2

RESPONSIBILITIES

The Reserve referee is obliged to:

24.2.1	Wear an official referee uniform while performing his/her functions;	
24.2.2	Replace the 2 nd referee in the case of absence or in case that he/she is unable to continue his/her work or in case that the 2 nd referee becomes the 1 st referee;	
24.2.3	Control the substitution paddles (if they are in use) before the match and between sets;	
24.2.4	Check the operation of the bench tablets before and between the sets, if there is a problem;	
24.2.5	Assist the 2 nd referee in keeping the free zone clear;	1.1
24.2.6	Assist the 2 nd referee in instructing the expelled/disqualified team member to leave to the team's dressing room;	20.3.2.1, 20.3.3.1
24.2.7	Control the substitute players in the warm-up area and on the bench;	1.4.5, 23.2.5
24.2.8	Bring the 2 nd referee two match balls immediately after the presentation of the starting players, and give the 2 nd referee a match ball after he/she has finished checking the players' positions;	23.3.1
24.2.9	Assist the 1 st referee with guiding the work of the moppers.	22.2.2

25	SCORER	
25.1	LOCATION	
	The scorer performs his/her functions seated at the scorer's table on the opposite side of the court from and facing the 1 st referee.	D1a, D1b, D8
25.2	RESPONSIBILITIES	
	He/she fills in the score sheet according to the Rules, co-operating with the 2 nd referee.	5.2.3.1, 7.3.2, 7.3.5, 18.2.2
	He/she uses a buzzer or other sound device to notify irregularities or gives signals to the referees on the basis of his/her responsibilities.	
25.2.1	Prior to the match and set, the scorer:	
25.2.1.1	registers the data of the match and teams, including the names and numbers of the Liberos, according to the procedures in force, and obtains the signatures of the captains and the coaches;	4.1, 5.1.1, 5.2.2, 7.3.2
25.2.1.2	records the starting line-up of each team from the line-up sheet (or checks the data submitted electronically). If he/she fails to receive the line-up sheets on time, he/she immediately notifies this fact to the 2 nd referee.	5.2.3.1, 7.3.2
25.2.2	During the match, the scorer:	
25.2.2.1	records the points scored;	6.1
25.2.2.2	controls the serving order of each team and indicates any error to the referees immediately after the service hit;	12.2
25.2.2.3	is empowered to acknowledge and announce requests for player substitutions by use of the buzzer, controlling their number, and records the substitutions and time-outs, informing the 2 nd referee;	15.1, 15.4.1, 15.10.3.3, 23.2.6, 23.2.7
25.2.2.4	notifies the referees of a request for a regular game interruption that is out of order;	15.11
25.2.2.5	announces the ends of the sets to the referees, and the scoring of the 13 th point in the deciding set;	6.2, 15.4.1, 18.2.2
25.2.2.6	records misconduct warnings, sanctions and improper requests;	15.11.3, 16.2, 20.3
25.2.2.7	records all other events as instructed by the 2 nd referee; i.e. exceptional substitutions, recovery time, prolonged interruptions, external interference, re-designation, etc.;	15.7, 17.1.2, 17.2, 17.3
25.2.2.8	controls the interval between sets.	18.1
25.2.3	At the end of the match, the scorer:	
25.2.3.1	records the final result;	6.3
25.2.3.2	in the case of protest, with the previous authorization of the 1 st referee, writes or permits the team/game captain to write on the score sheet a statement on the incident being protested;	5.1.2.1, 5.2.3.2, 22.2.4
25.2.3.3	signs the score sheet him/herself, before obtaining the signatures of the team captains and then the referees.	5.1.3.1, 22.3.3
26	LINE JUDGES	
26.1	LOCATION	

Two line judges are 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.

D1a, D1b, D8

26.2 RESPONSIBILITIES

26.2.1 The line judges perform their functions by using flags (40 x 40 cm) to signal:

D10

26.2.1.1 the ball IN or OUT whenever the ball lands near their line(s);

8.3, 8.4, D10 (1, 2)

26.2.1.2 the touches of out balls by the team receiving the ball;

8.4, D10 (3)

26.2.1.3 the ball touching the antenna, the served ball and the third hit of the team crossing the net outside the crossing space, etc.;

8.4.3, 8.4.4, 10.1.1, D4a, D10 (4)

26.2.1.4 any player (except the server) who has at least a part of their buttocks outside of his/her court at the moment of service hit;

7.4, 12.4.3, D10 (4)

26.2.1.5 the buttocks faults of the server;

12.4.3, D10 (4)

26.2.1.6 Any contact with the top 80 cm of the antenna on their side of the court by any player during his/her action of playing the ball or interfering with the play;

11.3.1, 11.4.4, D3, D10 (4)

26.2.1.7 the ball crossing the net outside the crossing space into the opponent's court or touching the antenna on his/her side of the court.

10.1.1, D4a, D10 (4)

26.2.2 At the 1st referee's request, a line judge must repeat his/her signal.

27 OFFICIAL SIGNALS

27.1 REFEREES' HAND SIGNALS

D9

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

27.2 LINE JUDGES' FLAG SIGNALS

D10

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



PART 2, SECTION 3

DIAGRAMS

DIAGRAM 1a-1 (D1a-1): COMPETITION CONTROL AREA (WITHOUT MEDIA)

Relevant Rules: 1, 1.4.5, 1.4.6, 4.2.1, 4.2.3.1, 15.4.4, 20.3.2.1, 20.3.3.1, 22.1, 23.1, 26.1, 27.1

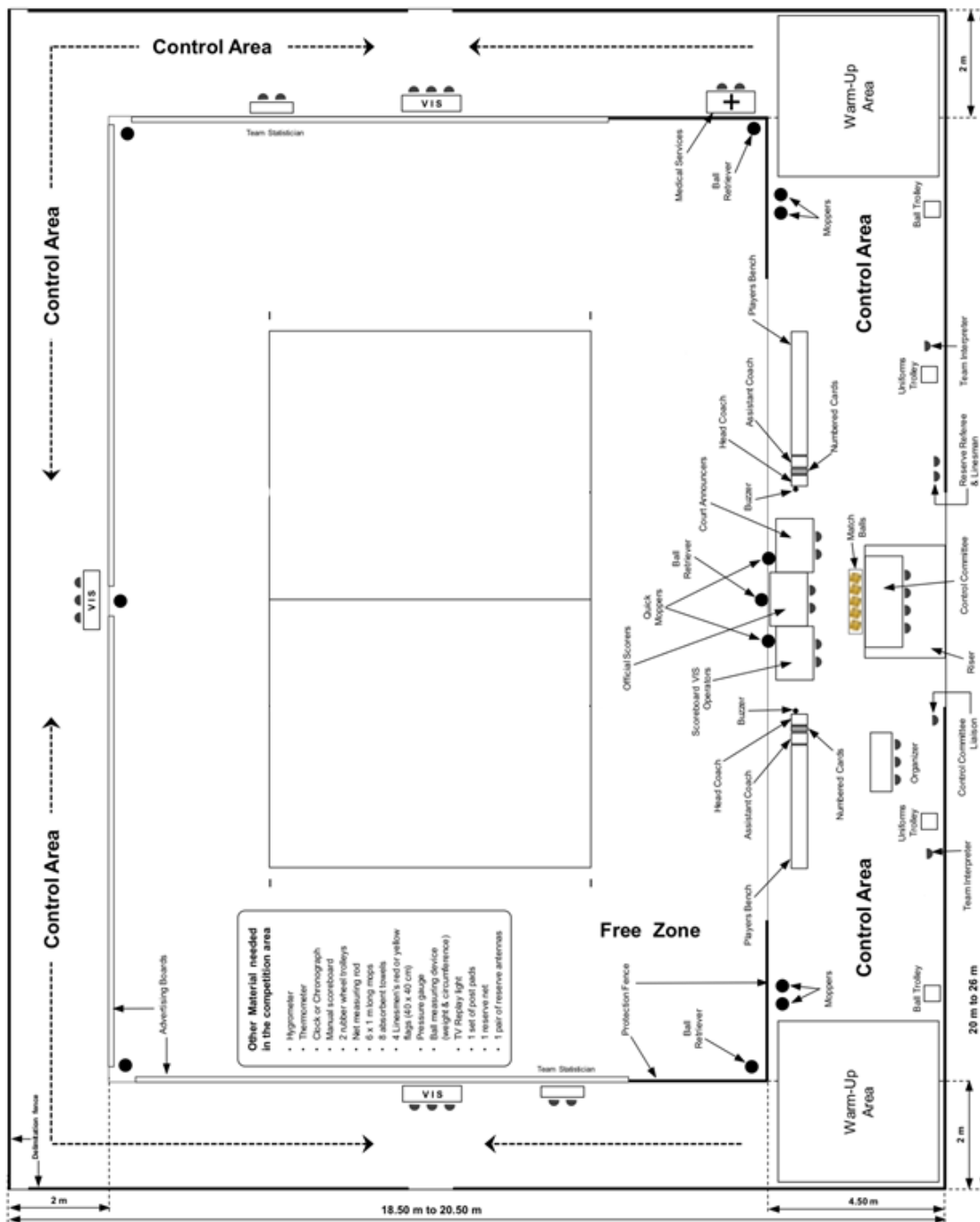


DIAGRAM 1a-2 (D1a-2): COMPETITION CONTROL AREA (WITH MEDIA)

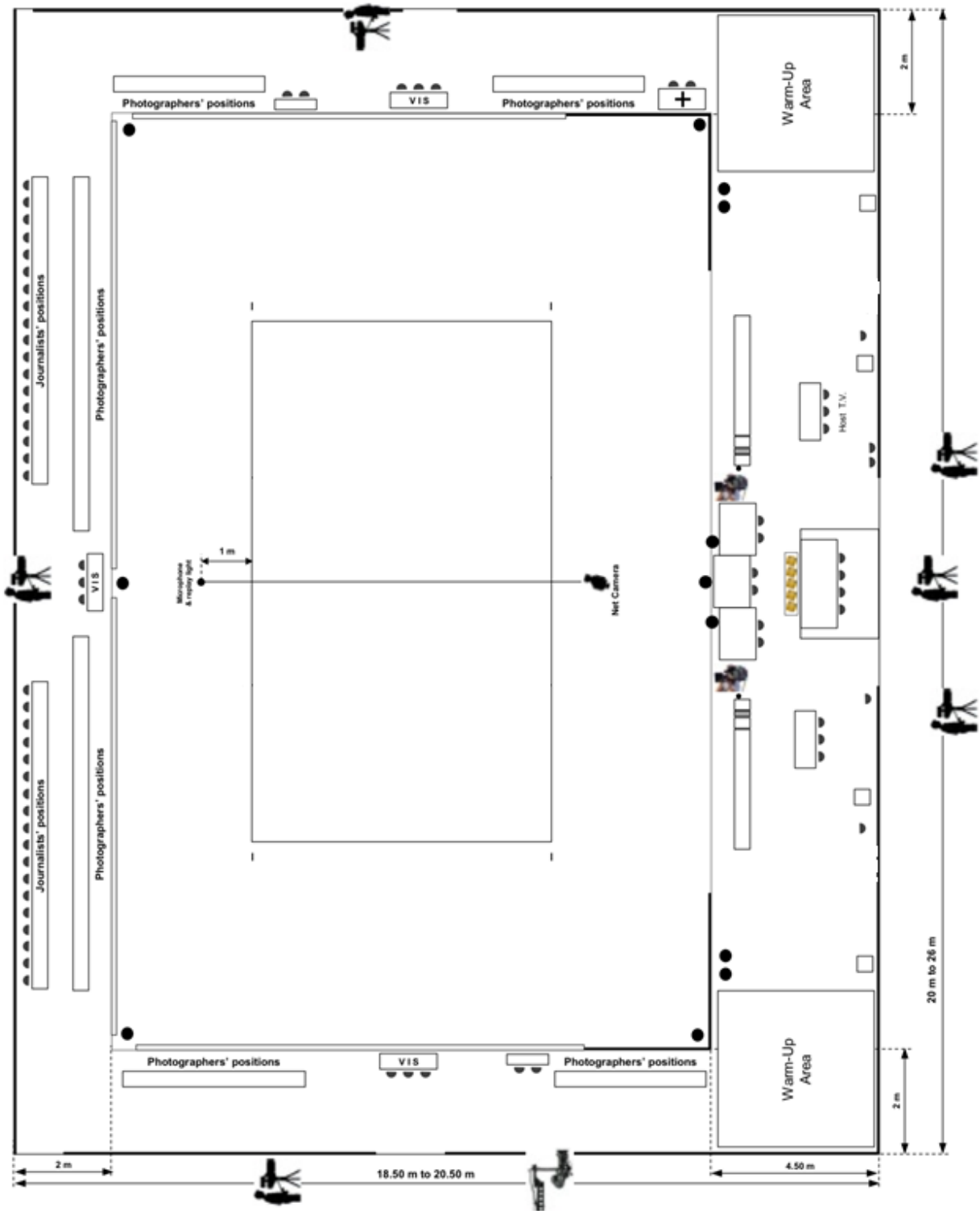


DIAGRAM 1b (D1b): THE PLAYING AREA

Relevant Rules: 1, 1.4, 1.4.2, 1.4.3, 1.4.4, 1.4.5, 1.4.6, 4.2.1, 4.2.3.1, 15.10.1, 20.3.2.1, 22.1, 23.1, 26.1, 27.1

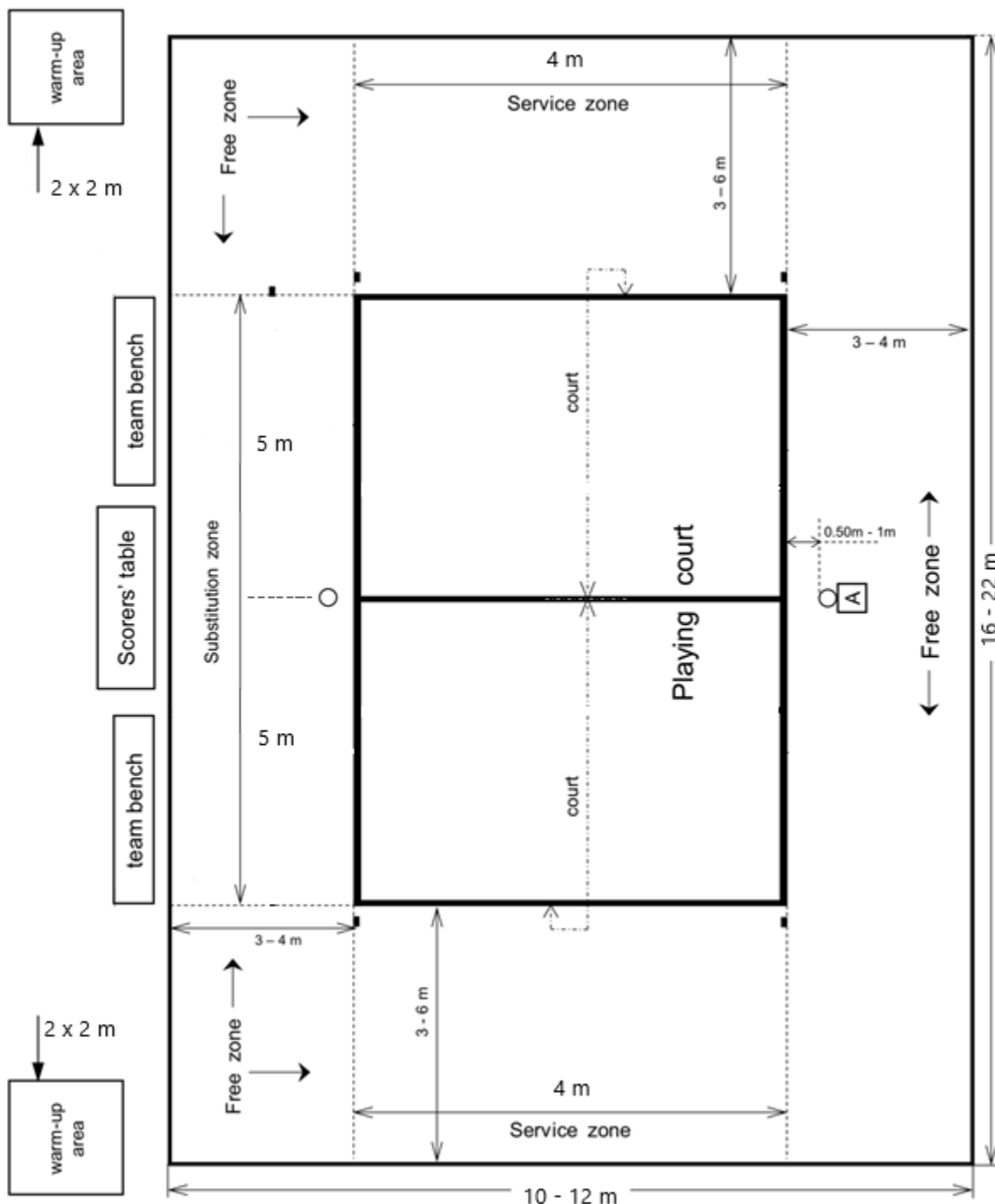


DIAGRAM 2 (D2): THE PLAYING COURT

Relevant Rules: 1.1, 1.3, 1.3.3, 1.3.4, 1.4.1, 5.2.3.4

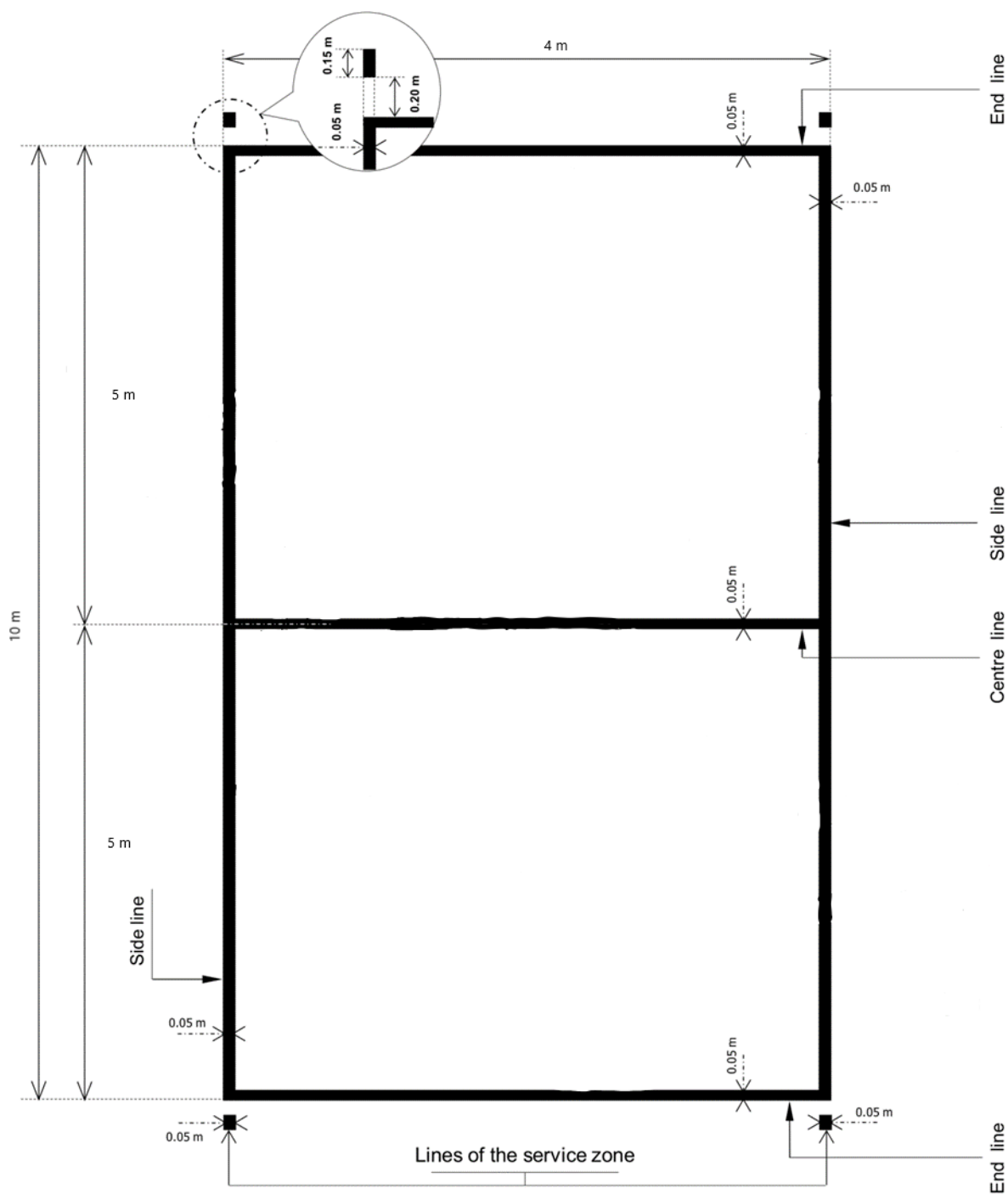


DIAGRAM 3 (D3): DESIGN OF THE NET

Relevant Rules: 2, 2.1.6, 2.2, 2.3, 2.4, 2.5.1, 11.3.1, 11.3.2, 28.2.1.6

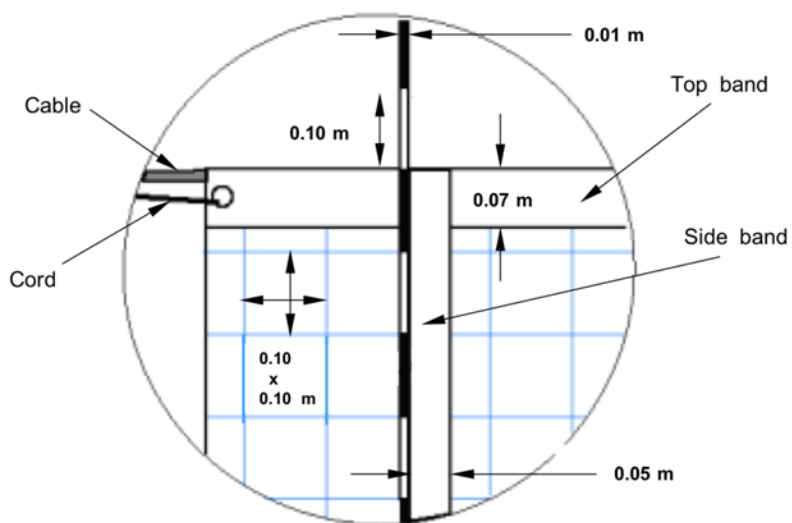
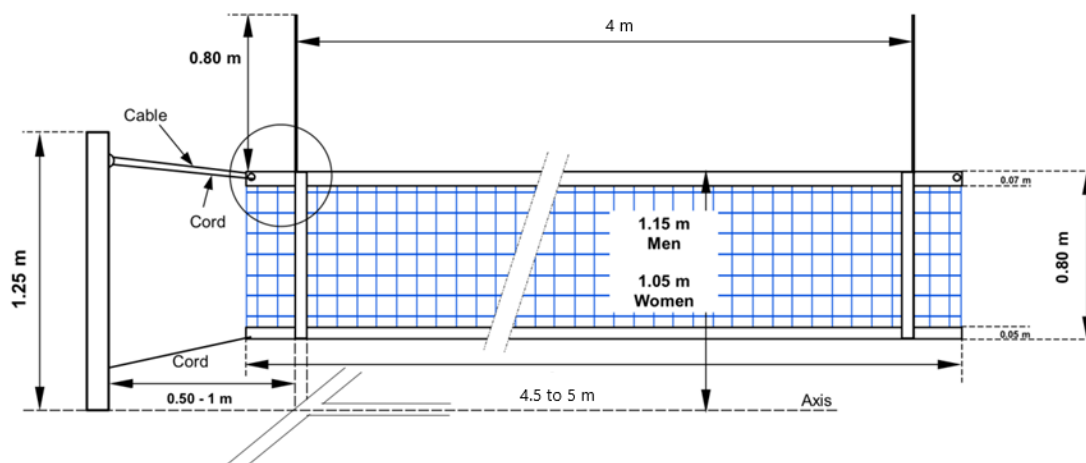
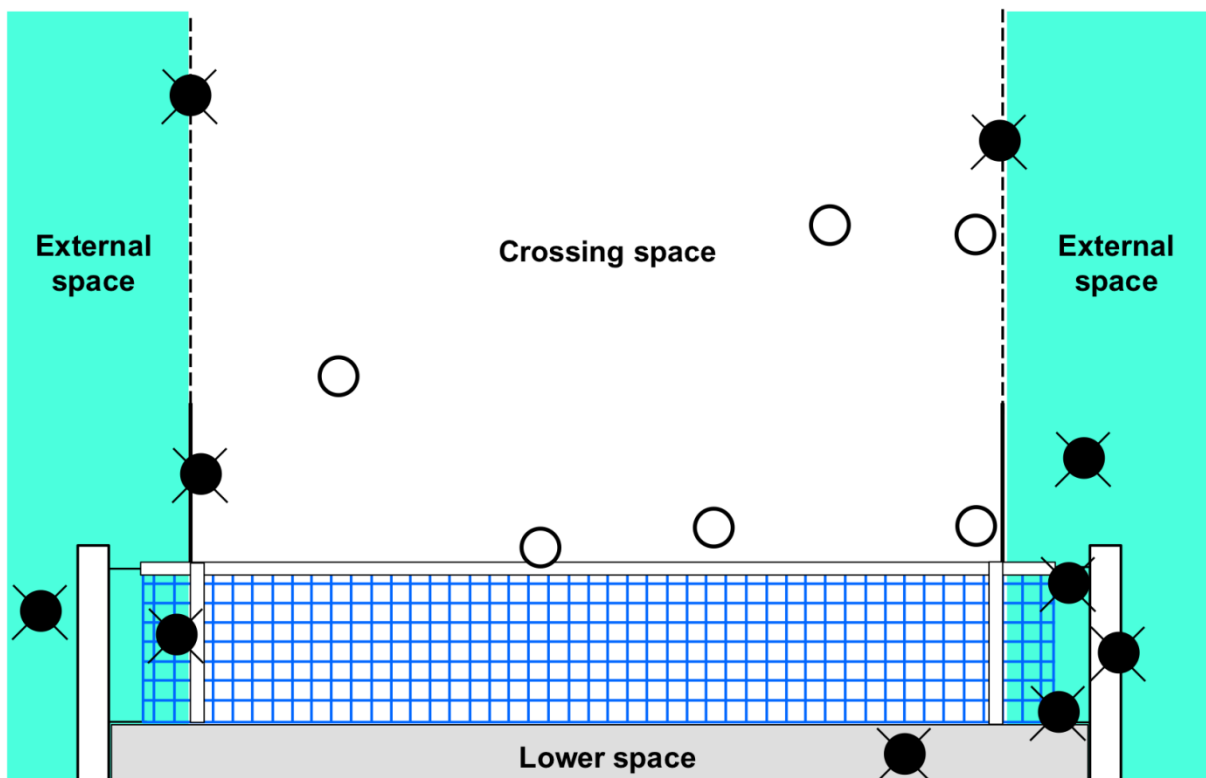


DIAGRAM 4a (D4a): BALL CROSSING THE VERTICAL PLANE OF THE NET TO THE OPPONENT COURT

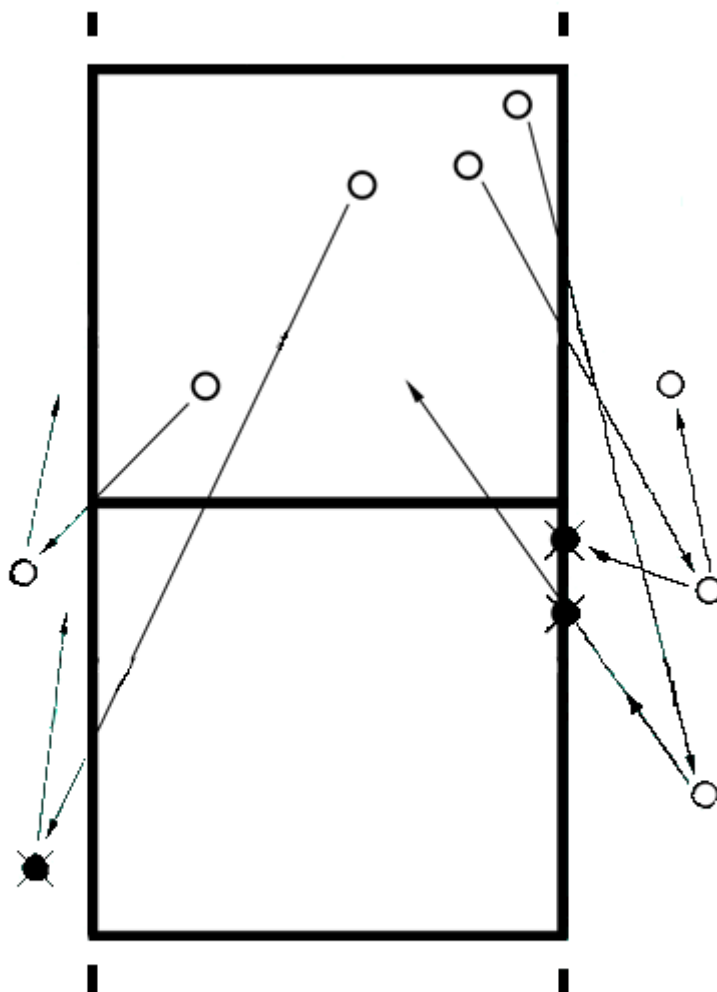
Relevant Rules: 2.4, 8.4.3, 8.4.4, 8.4.5, 10.1.1, 10.1.3, 23.3.2.7, 28.2.1.3, 28.2.1.7



- ⊗ = Fault
- = Correct crossing

DIAGRAM 4b (D4b): BALL CROSSING THE VERTICAL PLANE OF THE NET TO THE OPPONENT FREE ZONE

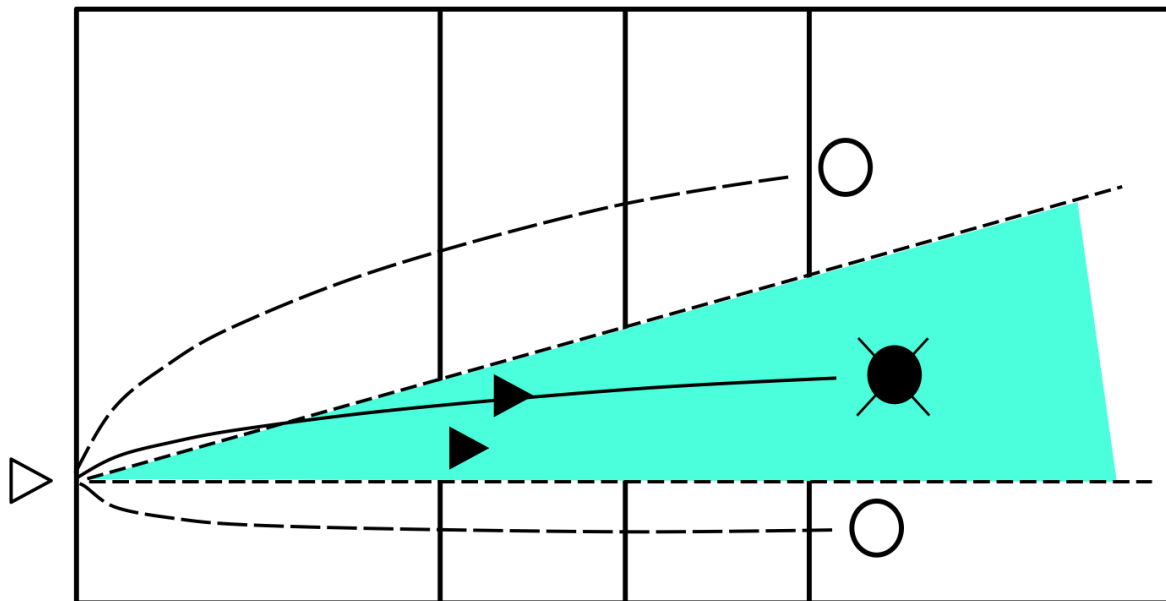
Relevant Rules: 10.1.2, 10.1.2.2, 23.3.2.7



- ⊗ = Fault
- = Correct

DIAGRAM 5 (D5): COLLECTIVE SCREEN

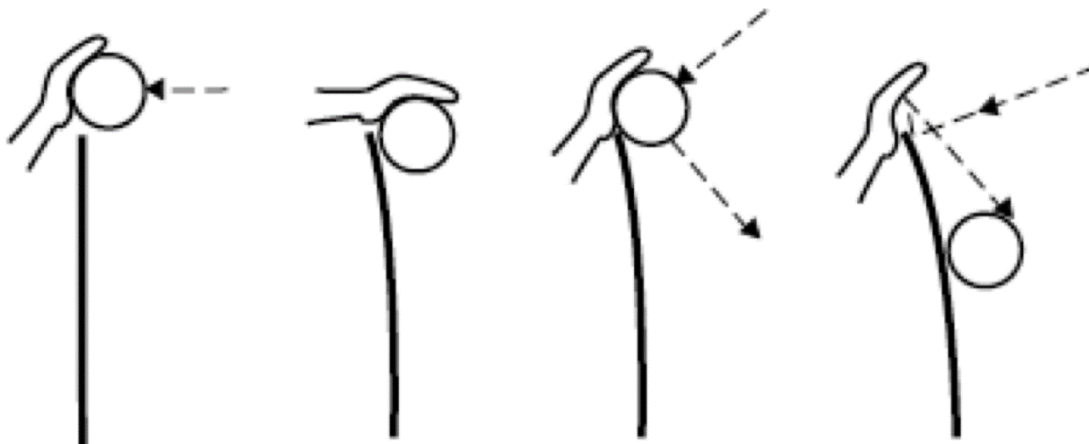
Relevant Rules: 10.1.2, 10.1.2.2



○ = Correct ⊗ = Fault

DIAGRAM 6 (D6): COMPLETED BLOCK

Relevant Rules: 14.1.3



**Ball above
the net**

**Ball lower than
the top of the net**

**Ball touches
the net**

**Ball bounces
off the net**

DIAGRAM 7 (D7): SANCTION SCALES

Relevant Rules: 16.2, 20.3, 20.4.2

7a: MISCONDUCT WARNINGS AND SANCTIONS

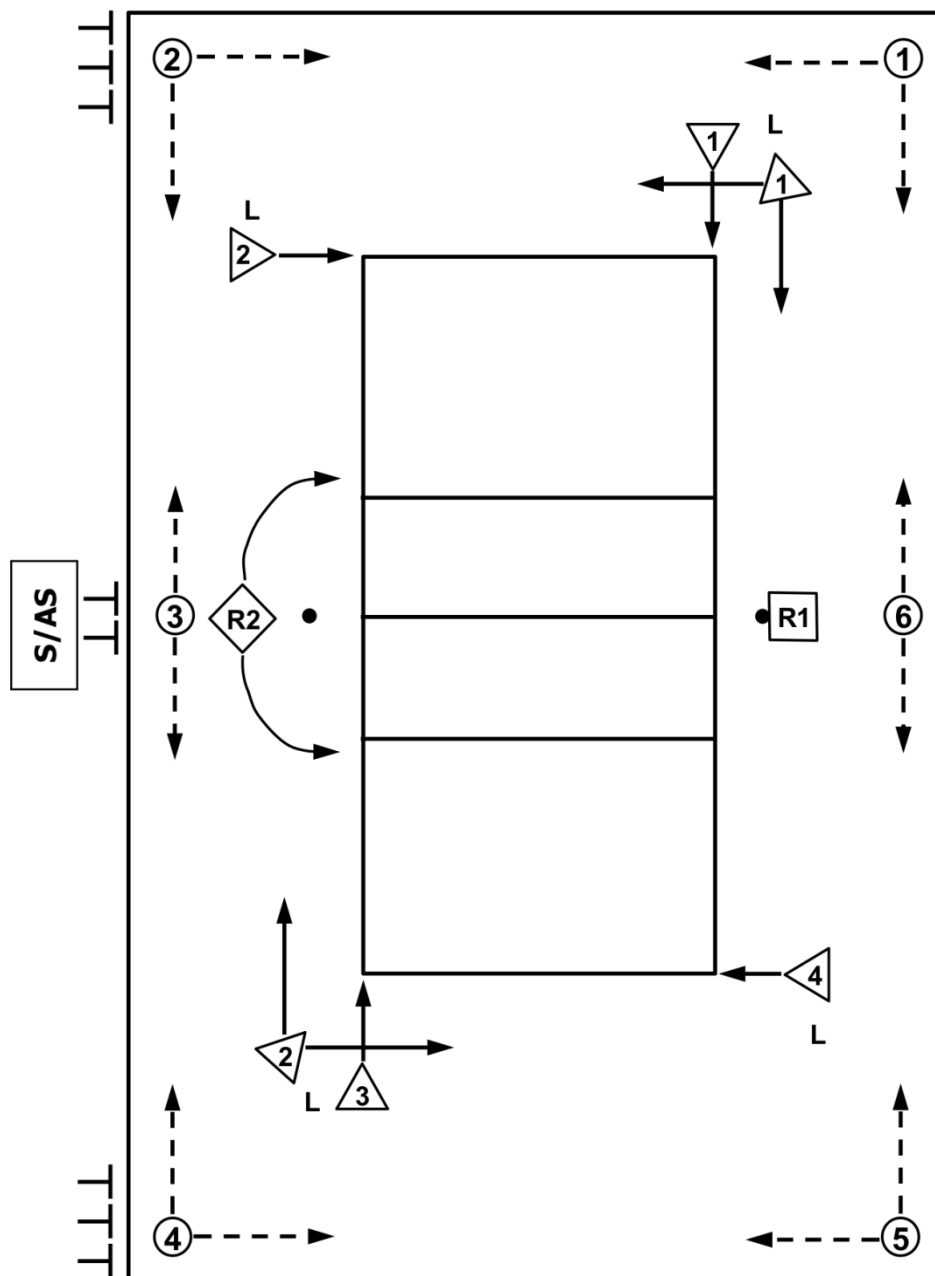
CATEGORIES	OCCURRENCE	OFFENDER	SANCTION	CARDS (SIGNAL)	CONSEQUENCE
MINOR MISCONDUCT	Stage 1	Any member	Not considered as sanction	None	Prevention only
	Stage 2			Yellow (D11, 6a)	
	Repetition any time		Penalty	As below	As below
RUDE CONDUCT	First	Any member	Penalty	Red (D11, 6b)	A point and service to the opponent
	Second	Same member	Expulsion	Red and Yellow jointly (D11, 7)	Players leaves playing area and stays in the penalty area for the remainder of the set
	Third	Same member	Disqualification	Red and Yellow separately (D11, 8)	Players leaves the Competition Control Area for the remainder of the match
OFFENSIVE CONDUCT	First	Any member	Expulsion	Red and Yellow jointly (D11, 7)	Players leaves playing area and stays in the penalty area for the remainder of the set
	Second	Same member	Disqualification	Red and Yellow separately (D11, 8)	Players leaves the Competition Control Area for the remainder of the match
AGGRESSION	First	Any member	Disqualification	Red and Yellow separately (D11, 8)	Players leaves the Competition Control Area for the remainder of the match

7b: DELAY WARNING SYMBOLS AND SANCTIONS

CATEGORIES	OCCURRENCE	OFFENDER	DETERRENT OR SANCTION	CARDS (SIGNAL)	CONSEQUENCE
DELAY	First	Any member of the team	Delay Warning	Yellow (D11, 25)	Prevention – no penalty
	Second and subsequent	Any member of the team	Delay Penalty	Red (D11, 25)	A point and service to the opponent

DIAGRAM 8 (D8): LOCATION OF REFEREEING TEAM AND THEIR ASSISTANTS

Relevant Rules: 3.3, 22.1, 23.1, 26.1, 27.1, 28.1



- R1 = First Referee
- R2 = Second Referee
- S/AS** = Scorer/Assistant Scorer
- 2 = Lines Judges (numbers 1-4 or 1-2)
- 4 = Ball Retrievers (numbers 1-6)
- = Floor Moppers

DIAGRAM 9 (D9): REFEREES' OFFICIAL HAND SIGNALS

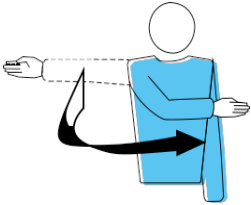
Legend: ① ② Referee(s) who must show the signal according to their regular responsibilities
 ① ② Referee(s) who show the signal in special situations

1 AUTHORIZATION TO SERVE

Relevant Rules: 12.3, 21.2.1.1

Move the hand to indicate the direction of service

①

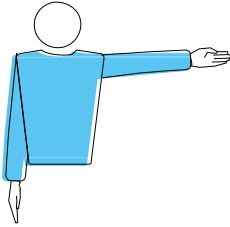


2 TEAM TO SERVE

Relevant Rules: 21.2.3.1, 21.2.3.2, 21.2.3.4

Extend the arm to the side of team that will serve

① ②

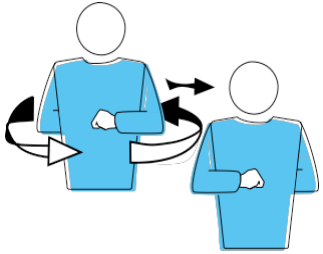


3 CHANGE OF COURTS

Relevant Rule: 18.2

Raise the forearms front and back and twist them around the body

①



4 TIME-OUT

Relevant Rule: 15.4.1

Place the palm of one hand over the fingers of the other, held vertically (forming a T) and then indicate the requesting team

① ②

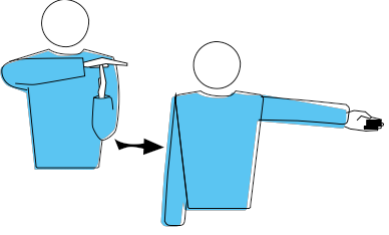


DIAGRAM 9 (D9): REFEREES' OFFICIAL HAND SIGNALS (CONTINUED)


Legend: ① ② Referee(s) who must show the signal according to their regular responsibilities
 ① ② Referee(s) who show the signal in special situations

5 SUBSTITUTION

Relevant Rules: 15.5.1, 15.5.2, 15.8

Circular motion of the forearms around each other

① ②

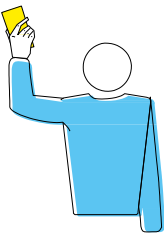


6a MISCONDUCT WARNING

Relevant Rules: 20.1, 20.6

Show a YELLOW card for warning

①

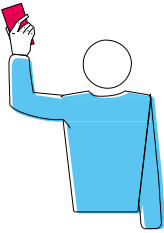


6b MISCONDUCT PENALTY

Relevant Rules: 20.3.1, 20.6, 22.3.2.2

Show a RED card for penalty

①



7 EXPULSION

Relevant Rules: 20.3.2, 20.6, 22.3.2.2

Show both cards jointly for expulsion

①

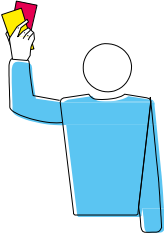


DIAGRAM 9 (D9): REFEREES' OFFICIAL HAND SIGNALS (CONTINUED)

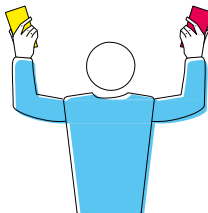
Legend: ① ② Referee(s) who must show the signal according to their regular responsibilities
 ① ② Referee(s) who show the signal in special situations

8 DISQUALIFICATION

Relevant Rules: 20.3.3, 20.6, 22.3.2.2

Show RED and YELLOW cards separately for disqualification

①




9 END OF SET (OR MATCH)

Relevant Rules: 6.2, 6.3

Cross the forearms in front of the chest, hands open

① ②

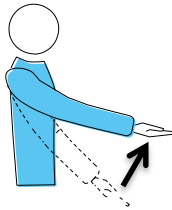


10 BALL NOT TOSSED OR RELEASED AT THE SERVICE HIT

Relevant Rule: 12.4.1

Lift the extended arm, the palm of the hand facing upwards

①



11 DELAY IN SERVICE

Relevant Rule: 12.4.4

Raise eight fingers, spread open

①



DIAGRAM 9 (D9): REFEREES' OFFICIAL HAND SIGNALS (CONTINUED)

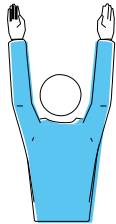
Legend: ① ② Referee(s) who must show the signal according to their regular responsibilities
 ① ② Referee(s) who show the signal in special situations

12 BLOCKING FAULT OR SCREENING

Relevant Rules: 12.5, 12.6.2.3, 14.6.3, 22.3.2.3a, 23.3.2.4

Raise both arms vertically, palms forward

① ②




13 POSITIONAL OR ROTATIONAL FAULT

Relevant Rules: 7.5, 7.7, 22.3.2.3a, 23.3.2.2

Make a circular motion with the forefinger

① ②

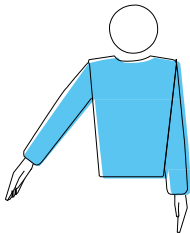


14 BALL IN

Relevant Rule: 8.3

Point the arm and fingers towards the floor

① ②



15 BALL OUT

Relevant Rules: 8.4.1, 8.4.2, 8.4.3, 8.4.4, 22.3.2.3e/f, 23.3.2.4, 23.3.2.8

Raise the forearms vertically, hands open, palms towards the body

① ②

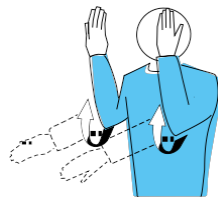


DIAGRAM 9 (D9): REFEREES' OFFICIAL HAND SIGNALS (CONTINUED)


Legend: ① ② Referee(s) who must show the signal according to their regular responsibilities
 ① ② Referee(s) who show the signal in special situations

16 CATCH

Relevant Rules: 9.2.2, 9.3.3, 22.3.2.3b

Slowly lift the forearm, palm of the hand facing upwards

①

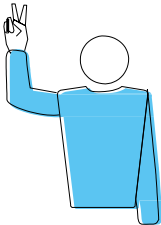


17 DOUBLE CONTACT

Relevant Rules: 9.3.4, 22.3.2.3b

Raise two fingers, spread open

①



18 FOUR HITS

Relevant Rules: 9.3.1, 22.3.2.3b

Raise four fingers, spread open

①



**19 NET TOUCHED BY PLAYER or
 SERVED BALL TOUCHES THE NET BETWEEN THE ANTENNAE AND DOES NOT PASS THE VERTICAL PLANE
 OF THE NET**

Relevant Rules: 11.4.4, 12.6.2.1

Indicate the relevant side of the net with the corresponding hand

① ②

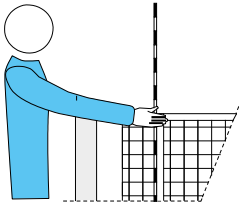


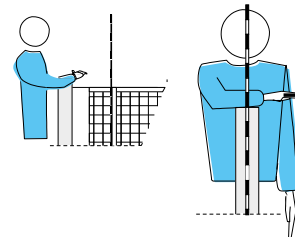
DIAGRAM 9 (D9): REFEREES' OFFICIAL HAND SIGNALS (CONTINUED)

- Legend: ① ② Referee(s) who must show the signal according to their regular responsibilities
 ① ② Referee(s) who show the signal in special situations

20 REACHING BEYOND THE NET

Relevant Rules: 11.4.1, 13.3.1, 14.3, 14.6.1, 22.3.2.3c

Place a hand above the net, palm facing downwards



①

**21 PENETRATION INTO THE OPPONENT COURT or
 BALL CROSSING THE LOWER SPACE or
 THE SERVER TOUCHES THE COURT (END LINE) WITH HIS/HER BUTTOCKS or
 THE PLAYER SITS OUTSIDE HIS/HER COURT AT THE MOMENT OF THE SERVICE HIT**

Relevant Rules: 8.4.5, 11.2.2, 12.4.3, 22.3.2.3a/f, 23.3.2.1

Point to the center line or to the relevant line



① ②

22 DOUBLE FAULT AND REPLAY

Relevant Rules: 6.1.2.2, 9.1.2.3, 17.2, 22.2.3.4

Raise both thumbs vertically



①

23 BALL TOUCHED

Relevant Rules: 22.3.2.3b, 23.2.2

Brush the palm of one hand with the fingers of the other, held vertically



①

DIAGRAM 9 (D9): REFEREES' OFFICIAL HAND SIGNALS (CONTINUED)

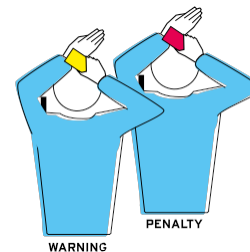
- Legend: ① ② Referee(s) who must show the signal according to their regular responsibilities
 ① ② Referee(s) who show the signal in special situations

24 DELAY WARNING / DELAY PENALTY

Relevant Rules: 15.11.3, 16.2.2, 22.3.2.2

Cover the wrist with a YELLOW card (warning) or with a RED card (penalty)

①



25 LIFTING

Relevant Rules: 9.3.5, 9.4.1, 9.4.2, 22.3.2.3b, 23.3.2.7

Hold the hands horizontally, palms together and raise the upper palm from the lower palm

① ②

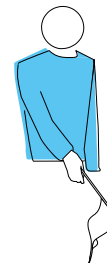


DIAGRAM 10 (D10): LINE JUDGES' OFFICIAL FLAG SIGNALS

1 BALL IN

Relevant Rules: 8.3, 28.2.1.1

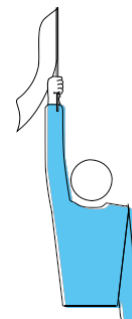
Point down with the flag



2 BALL OUT

Relevant Rules: 8.4.1, 28.2.1.1

Raise the flag vertically



3 BALL TOUCHED

Relevant Rule: 28.2.1.2

Raise the flag and touch the top with the palm of the free hand



4 CROSSING SPACE FAULTS, BALL TOUCHED BY AN OUTSIDE OBJECT, OR FOOT FAULT BY ANY PLAYER DURING SERVICE

Relevant Rules: 8.4.2, 8.4.3, 8.4.4, 12.4.3, 28.2.1.3, 28.2.1.4, 28.2.1.6, 28.2.1.7

Wave flag over the head and point to the antenna or the respective line

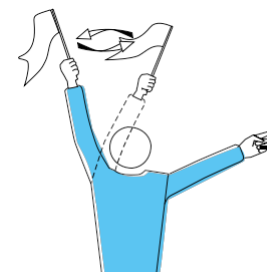


DIAGRAM 10 (D10): LINE JUDGES' OFFICIAL FLAG SIGNALS (CONTINUED)**5 JUDGEMENT IMPOSSIBLE**

Raise and cross both arms and hands in front of the chest





PART 3
DEFINITIONS

DEFINITIONS	
WORD	DEFINED AS
Areas	These are the sections of the floor OUTSIDE the free zone, identified by the rules as having a specific function. These include the warm-up area and penalty area.
Ball Retrievers	These are the personnel whose job it is to maintain the flow of the game by rolling the ball to the server between rallies.
Competition Control Area	The Competition Control Area is a corridor around the playing court and free zone, which includes all spaces up to the outer barriers or delimitation fence. See Diagram 1a.
Crossing Space	The crossing space is defined by: <ul style="list-style-type: none"> - The horizontal band at the top of the net - The antennae and their extension - The ceiling The ball must cross to the opponent's COURT through the crossing space.
Dribbling	Dribbling means bouncing the ball (usually as a preparation to tossing and serving). Other preparatory actions could include (amongst others) moving the ball from hand to hand.
External Space	The external space is the vertical plane of the net outside of the crossing and lower spaces.
Fault	a) A playing action contrary to the Rules. b) A Rule violation other than a playing action.
Interference	Any action which will create an advantage against the opponent team or any action which prevents an opponent from playing the ball.
Interval	The time between sets.
Lower Space	This is the space defined at its upper part by the bottom of the net and the cord joining it to the posts, at the sides by the posts, and at the bottom by the playing surface.
Moppers	These are the personnel whose job it is to keep the floor clean and dry. They mop the court before the match, between the sets and, if necessary, after each rally.
Outside Object	An object or a person which while outside the playing court or close to the limit of the free playing space provides an obstruction to the flight of the ball. For example, overhead lights, the referee's chair, TV equipment, scorer's table, and net posts. Outside objects do not include the antennae since they are considered as part of the net.
Penalty Area	In each half of the Competition Control Area, there is a Penalty Area located behind the prolongation of the end line, outside the free zone, which should be placed a minimum of 1.5 meters behind the rear edge of the bench.
Rally Point	This is the system of scoring a point whenever a rally is won.
Replacement	This is the act by which a regular player leaves the court.
Substitution	This is the act by which one regular player leaves the court and another regular player takes his/her place.
Substitution Zone	This is the part of the free zone through which substitutions are carried out.

DEFINITIONS	
WORD	DEFINED AS
Unless by Agreement with World ParaVolley	This statement recognizes that while there are regulations on the standards and specification of equipment and facilities, there are occasions when special arrangements can be made by World ParaVolley in order to promote the game of Volleyball or to test new conditions.
World ParaVolley Standards	The technical specifications or limits as defined by World ParaVolley to the manufacturers of equipment.
Zones	These are sections within the playing area (i.e. playing court and free zone) as defined for a specific purpose (or with special restrictions) within the Rule text. These include: Service Zone, Substitution Zone and Free Zone.



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