



**SITTING VOLLEYBALL  
REFEREEING GUIDELINES  
AND INSTRUCTIONS  
2026**

Authorized by the WPV Referee Commission



World ParaVolley

Sitting Volleyball Referee Guidelines and Instructions

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# Referee Guidelines and Instructions 2026

for the Official Sitting Volleyball Rules 2025-2028

- Approved by the WPV Referee Commission
- Based on the current WPV Official Sitting Volleyball Rules (2025-2028) and the WPV Sitting Volleyball Rules of the Game Casebook (2026)

## Goal of the Guidelines

A major goal of the World ParaVolley Referee Commission (VRC) is to standardize the interpretation of the rules, the mechanics of the referees, and the game procedures used in matches. To help achieve this goal, the Referee Guidelines are updated regularly. These guidelines are valid for all World ParaVolley, World and Official Competitions (including Zonal Championships).

Because of the importance of these World ParaVolley (WPV) events, all referees must be prepared to fulfill their duties with full game and rules knowledge, and in the best physical and physiological condition. This includes studying up to date editions of the rules and casebook regularly and thoroughly. The game will be livelier, and unnecessary interruptions will be avoided as a result. It will also unify the criteria of refereeing. The guidelines give interpretation of some rules and their application. It is very important that WPV International Referees understand the significance and importance of their performance for modern sitting volleyball.

The VRC appeals to all referees officiating sitting volleyball events to thoroughly study the Official Sitting Volleyball Rules as well as these guidelines. World ParaVolley and the VRC are confident that all International Referees have mastered and know how to apply the Official Rules; therefore, it is not necessary to go into the details of the rules herein.

Although these guidelines are prepared for and addressed to the International Referees, all referees in the National Federations are invited to carefully read, study, and apply its content. Moreover, National and Local Referees are encouraged to discuss this document with the International Referees in their countries.



## Introduction

It is not true that refereeing consists of only conducting a volleyball match using the rules of the game as the basis for all decisions – refereeing cannot simply be the mechanical or automatic application of the rules. Great competence is required; this competence is acquired through individual, personal experience by participation in volleyball events for athletes with a physical impairment over several years, with the referee realizing that they are not an outsider but rather an integral part of the game. The referee must be an expert and a friend, working for the game and with the players. Therefore, the referee cannot carry out their tasks by just looking for faults in teams/players techniques and behaviour and applying the corresponding sanction. Referees will only make negative decisions if necessary.

The referee should never put themselves forward in the match but must remain in the background of the match, intervening only when necessary. Such behaviour is particularly necessary in today's sitting volleyball. Modern sitting volleyball and the goals of WPV require spectacular sitting volleyball, producing an excellent show for the spectators. Modern sitting volleyball is a fast and exciting non-contact sport, demanding high levels of physical fitness, coordination, and especially teamwork. Today's high-level sitting volleyball is not played just for the satisfaction of players in a small hall, with no spectators, but transmitted all over the world. The spectators will not hear the referee's whistle each time it is blown but they will see an excellent athletic show with individual and team contests in each rally for the victory.

A good referee helps in this context by remaining in the background. A bad referee hampers this by wanting to play a leading role in the match; this is against WPV requirements. The referee must reward the players and teams for spectacular and exciting actions in the spirit of the rules. It is essential that referees maintain excellent relationships with the players, coaches, etc., and that their behaviour is exemplary, both on and off the court.

During the match, the referee must be able to distinguish between normal human expressions of feelings made under the stress of the match and real conscious unsportsmanlike behaviour. The referee should never punish such spontaneous expressions of feelings so that matches are played in a good atmosphere; the teams' reasonable and proper expression of emotion should be allowed, such as standing to cheer for excellent play actions or for encouragement. Conscious negative expressions or incorrect gestures to the opponent or protesting the referees' decisions are strictly forbidden and will be sanctioned.

The WPV policy is to encourage 'smooth refereeing' – that is, to intervene as little as possible and to facilitate the progress of the match as entertainment. The referee should not 'hunt' for faults. Building on this concept, the referees need to understand their contributions in preventing artificial arguments, delays, and interruptions in the match. Referees need to understand the philosophy that underpins the application of the rules to create an entertainment package watched and enjoyed by many people (within the venue and through various media).



## Application, Function, Influential Factors, and Fundamental Principles of the Rules

### Application of the Rules

The referee is the one who puts the rules into practice. For the correct application of the rules, the referees must know the rules faultlessly and apply them decisively and correctly within the context of the game. But the important thing is that they should acquire the basic principles of rule formulation; if not, they can never have a correct and comprehensive understanding of the rules that would naturally lead to great difficulty in properly applying the rules. Especially when a situation occurs which has not been clearly stated in the rules, the referees must make good decisions with authority. Rule 23.2.3 states, 'The first referee has the power to decide any matter involving the game including those not provided for in the Rules.'

Only based on full acquisition of the fundamental principles of formulation and application of the rules can this be achieved. For correct application of the rules, the referees should have complete knowledge of the following principal functions and theoretical principles of formulation and application of rules.

### The Function of the Rules

If you want to apply the rules correctly, you must understand the function of the rules. The rules have the following functions:

#### Characterization of the Game

The rules give the characteristics of the game and differentiate sitting volleyball from other sports.

- The rules stipulate the conditions, facilities and equipment of the game, the court surface and measurements, the regulations of the net and balls, etc.
- The rules regulate the number of participants, the number of players in play and their positions, rotational order, etc.

#### Legalization of Techniques

Many of the rules give clear definition and distinct differentiation of the proper techniques from improper and illegal techniques. These rules are the ones that need to be studied and clarified definitively by the referee for their correct application.

#### Fair Play Conditions

All the rules concerning court, facilities and equipment, techniques or even conduct are equal for all the players of both teams. That is **fairness**, a very critical point in refereeing. If the application of the rules is different for the teams that are playing, even if it is not intentionally applied by the referee, it will be unfair. Accuracy in the understanding and application of rules is the basic element of fairness and justice.

#### Educational Function

To have conduct that is fair, respectful of one's opponent and gracious regardless of winning or losing is a basic behavioral objective for athletes in all sports. All referees must emphasize this function as it is



the aim of the sport to not only compete, but also to create an atmosphere of fairness and to develop understanding and universal friendship.

### Influential Factors in Rule Formation

Rule formation must be in accordance with the demands of the development of sport. In formulation and modification of the rules, the following factors should be taken into consideration:

#### Technical and Tactical Development

The rules should not only fit the demands of technical and tactical development but also take initiative in leading development of the sport as well.

#### Entertainment Requirements

The promotion of any sporting event, to a considerable extent, depends on its attractiveness. The attractiveness is shown by the level of emotional motivation of the crowds.

#### Social Requirements

The development of modern sport depends greatly on the social element, society. Publicity is the most important and effective way to build interest and acceptance of the sport by the public. This is one of the core factors to be considered.

#### Economical Requirements

In promoting any kind of sport, it is necessary to have financial support. Certain concessions should be considered for this.

### Fundamental Principles of Rule Application

The fundamental principles of rule application are based on the above two phases: **function of the rules** and **influential factors**. Based on the requirements of these two phases, the following may be recognized as the prominent principles for rule application:

#### Good and Fair Conditions of Play

The basic principle is to give all possible conditions and chances to allow the players to play at their highest level of performance. Athletes have been trained for years to participate in the competition; therefore, competition is an important circumstance for athletes to show and to evaluate their training effect and their real playing level. The fair evaluation of the level of athletes, or the real result of a match or competition, comes only from full performance of the players. For a referee, it is necessary to be conscious of the fact that every single technical judgment will have an obvious psychological influence on the players, and any psychological influence will cause a positive or negative effect. Therefore, one of the fundamental requirements for referees is to promote the highest level of performance for the players. From this point of view, the critical point regarding the judgment of the referee is its evenness and stability. The physical basis of evenness and stability of judgment is accuracy, and the mental basis is fairness. For referees to facilitate a high level of performance, they must also properly control the tempo of play; it should neither be too fast or too slow.



### Encourage Spectacularity

Spectacularity is a core element in the promotion of the sport. To arouse the enthusiasm of the spectators is also a factor which should be fully considered by the referee. For example, the referee should consider how to reduce and shorten the interruptions, and how to develop more highlights during the play. The referee may not take the initiative to motivate the spectators, but at least the referee must neither discourage the crowds nor dampen their enthusiasm. The referee also has a responsibility to promote the sport.

### Referee Collaboration

The administrative basis for the best refereeing work and proper match direction is the collaboration within the referee team. Each member of the referee team has particular authorities and responsibilities as stipulated in the rules, and each has a special position on the court optimally designated to carry out the duty assigned. Although this position may cause a limitation to the overall vision of the game by that person, it is designated so that the refereeing team may have a better view of the total game. Thus, full collaboration between referees is the only way to ensure correct judgment and to carry out exactly the duties and responsibilities assigned.

The referee is not only the person who carries out the duty of directing the match and correctly applying the rules, but also the person who should consider the influences of the psychological, social, and technical factors of the game. The referee is not only an organizer, and a referee, but also an educator and a promoter.



## Section 1 – The Game – Rule Application

### Rule 1: Playing Area

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1. Two days before the competition, the Technical Delegate (TD) and Referee Delegate (RD), together with the referees, must check the dimensions as well as the quality of the boundary lines. When the Video Challenge System (VCS) is in use, the exact dimensions of the court become even more important. This check must be done before VCS calibrate their cameras. If there is no TD and/or RD, the referees should measure and check whether the actual dimensions conform to the prescribed ones. Should an irregularity be noticed, it must be pointed out immediately to the organizers so that it can be corrected. The check must verify:
  - a. Whether the lines are 5 cm wide (no more and no less).
  - b. The length of the lines and diagonals (7.81 m for sitting volleyball) on both sides of the court.
  - c. That the color of the lines is distinct from the colors of the court and the free zone.
  - d. That the free zone, for World ParaVolley, World and Official Competitions (including Zonal Championships), matches the dimensions determined in the Field of Play (FOP) layout published in the Playbook of the event.

### Rule 2: The Net and Posts

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1. The net must be correctly tightened, and the ball must freely bounce off the net. If the net bulges, it cannot be used and must be fixed before starting the match.  
Before the match (before the official warm-up), the referees must check whether the antennae and side bands are fastened correctly to the net, on opposite sides of the net above the outer edge of the side lines according to Diagram 3 in the Official Sitting Volleyball Rules.
2. The 2<sup>nd</sup> referee must measure the height of the net before the toss by means of a measuring rod (metallic if possible) designed for this purpose. The 1<sup>st</sup> referee remains near the 2<sup>nd</sup> referee during the measurement to supervise and confirm the height.
3. During the match (and especially at the beginning of each set), the corresponding line judges must check whether the side band are exactly perpendicular to the playing surface and over the side lines and whether the antennae are just at the outer edge of each side band. If this is not the case, the antennae should be readjusted immediately.
4. Before the match (before the official warm-up) and during the match, the referees must check that the posts and net system present no danger to the players (e.g., protruding parts of the posts/net system, microphones, cables fixing the posts, etc.). If such objects are discovered that create a risk injury, the referees should request that the organizers remove or cover them.
5. During the warm-up the referees should control and prevent players from hanging any device (e.g., stretch bands) used for warming up from the net posts to avoid accidental damage to any cables or technology connection placed around the post.
6. Additional equipment: benches for the teams, scorers' table, two electric buzzers with different color lamps (one electric buzzer near each team coach) to signal requests for regular game interruptions (when tablets are not in use), a rod to measure the height of the net, a pressure



gauge, a pump, a thermometer, a hygrometer, a stand for 6 match balls, at least 8 absorbent towels (40 x 40 cm or 40 x 80 cm) for the quick moppers, and two Libero jackets/bibs. In World ParaVolley, World and Official Competitions (including Zonal Championships), a buzzer should also be installed on the scorers' table, or through the e-score system, to signal rotational faults, Libero faults, requests for substitution/time-outs, and challenge requests.

7. The organizer must also provide two reserve antennae and a spare net under the scorers' table or near the court.
8. An electronic scoreboard is compulsory for World ParaVolley, World and Official Competitions (including Zonal Championships), as well as a manual scoreboard on the scorers' table (or LiteScore). Note: even if LiteScore is used, a manual scoreboard must still be available in case of technical failure.

### Rule 3: Ball

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1. A (metallic) ball stand is needed for storing the 6 match balls near the scorers' table (5 balls in play and 1 reserve ball).
2. The 2<sup>nd</sup> referee takes possession of the 6 balls to be used in the match before the start of play and checks that all of them have identical characteristics (color, circumference, weight, and pressure). The 2<sup>nd</sup> referee is then responsible for them throughout the match.
3. Only World ParaVolley homologated balls may be used (mark and type as decided for each competition and determined in the Playbook). The referees must check this and if the WPV stamp is not printed on the balls, they may not start the match.
4. Five-Ball System – during the match:  
Six ball retrievers will be used and placed in the free zone as per Diagram 10 in the Rules.  
Before the start of the match, the ball retrievers in positions 1, 2, 4, and 5 will each receive a ball from the 2<sup>nd</sup> referee, who will give the fifth ball to the server for the 1<sup>st</sup> and deciding set.  
During the match, when the ball is out of play:
  - a. If the ball is outside the court, it will be recovered by the closest retriever and immediately rolled towards the retriever who has just passed their ball to the player who was to serve.
  - b. The ball is transferred between the ball retrievers by being rolled on the ground (not thrown) while the ball is out of play, preferably not on the side where the scorers' table is situated.
  - c. If the ball is on the court, the player closest to the ball must immediately roll it out of court, over the nearest boundary line.
  - d. The moment the ball is out of play, the ball retriever (number 1, 2, 4, or 5) must give the ball to the server as soon as possible so that the service can take place without delay.
  - e. Should special measures be required against COVID-19 or other infections, it may be necessary to adapt to a new system without 6 ball retrievers; in this case only 4 ball retrievers will be used.Two ball trolleys containing 5 official match balls per trolley must be ready behind the advertisement boards in the middle position behind both end lines.  
After each rally, 2 ball retrievers are available to collect the balls and transfer them to their respective ball trolleys.



To avoid delay and maintain continuity between rallies, the ball retriever at each end of the court must take a ball from their trolley and pass it to the server.

#### Rule 4: Teams

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The team members participating in the official common warm-up session should be primarily on their own side of the playing area. ONLY the five team officials and players listed on the score sheet may participate in the entire warm up. Additional coaches may not be involved (exception: if the team therapist is NOT one of the five team technical officials, this person may help with the team preparations but only until the start of the official warm-up at the net). It is permitted to stay in the opponent's side of the playing area, close to the net, to prevent errant balls that can cause injuries to the players.

1. For World ParaVolley, World and Official Competitions (including Zonal Championships), a team may consist of any size up to fourteen players, and may include zero, one, or two Liberos. See the event specific Playbook to determine which system will be in effect. For World ParaVolley, World and Official Competitions (including Zonal Championships), a team must nominate its Libero(s) for the first match at the Preliminary Inquiry, and the Libero(s) will remain the same for the event unless teams notify any changes to the Match Jury Member (or representative) at least one-hour prior to the start of the match.
2. Normally, at official international matches or tournaments, the 1<sup>st</sup> referee does not need to ask for documents to identify the players listed on the score sheet (the identity of the players will have been checked previously during the Preliminary Inquiry). If, however, there is a special regulation restricting participation and there is no Jury, the 1<sup>st</sup> referee, in accordance with this special regulation, must check the identity of the players. Players excluded by the special regulation may not play. Should there be any difference of opinion, the 1<sup>st</sup> referee should write their decision on the score sheet or in the accompanying written report. During official international matches, the referee may ask for the decision of the Technical Delegate.
3. The coach and team captain (who each check and sign the score sheet, or team list for the electronic score sheet) are responsible for the identity of the players listed on the score sheet.
4. The 1<sup>st</sup> referee must check the uniforms. They must report any irregularities in player and team official uniforms to the Technical Delegate and follow the Technical Delegate's instructions while avoiding discussion about the irregularity with any team member. The uniforms must also look the same. Where possible, the shirts must be inside the shorts/pants and if they aren't it is necessary, at an appropriate moment, to ask the players in a polite way to put them inside – especially at the beginning of the match and each set. Form-fitting shirts that cannot fit inside the shorts are always acceptable.  
The team captain's stripe (8 x 2 cm) shall be fixed under the number on their chest in a way allowing it to be clearly seen during the whole match. The referees shall check it before the start of the match.
5. If the two teams appear with the same color uniforms, the team listed first on the official program and so listed on the score sheet (before the toss) shall change uniforms. In case it is not possible,



the 1<sup>st</sup> referee should write this situation in the remarks section of the score sheet, but the match cannot be suspended for this reason.

6. The team coaching staff must conform to one of the following dress code options for the match:
  - a. All coaching staff shirts must be clean and uniform in color and style, and
  - b. All coaching staff trousers/shorts or skirts/skorts or training suit pants must be clean and uniform in color and style. The team therapist may wear the team training suit and shirt. Coaching staff may choose to wear dress jacket, collared dress shirt, tie (for men) and formal slacks/skirt of the same color.
7. Before the match, the referees must carefully cross-check whether the actual players' numbers are in accordance with the team roster recorded on the score sheet. This allows any discrepancies to be discovered before the match so that normal flow of the match is not disturbed. This requires (according to the 2025-2028 rule text) that players wear their playing uniform for the entire protocol and net warm-up (Rule 7.2.3).

#### Rule 5: Team Leaders

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1. The 1<sup>st</sup> referee must identify the game captain and the coach, and only they will be allowed to intervene during the set/match. The referees must know who the game captains are throughout the set.
2. During the match, the 2<sup>nd</sup> referee must check that the reserve players are seated on the bench or are in the warm-up area. Players in the warm-up area during sets cannot use balls, but may use personal warm-up devices (e.g., stretch bands).
3. Should the game captain ask for an explanation of the referee's application of the rules, the 1<sup>st</sup> referee must give it. This, if necessary, is done by not only repeating their hand signals, but also by speaking briefly in WPV working language (English) using the official terminology of the Rules. The game captain only has the right to ask for an explanation on the application or interpretation of the rules made by the referees in the name of their teammates.
4. The coach does not have any right to complain about or protest decisions made by the members of the referee team. The coach may request regular game interruptions (time-outs and substitutions) and, if the number of used regular game interruptions and/or the score are not indicated on the scoreboard or are not correct, the coach may inquire with the scorer when the ball is out of play.
5. Generally, the coach has no right to disturb the match or the work of the referee team (referees, scorers, line judges). The coach does not have the right to enter the court unless it is to assist an injured player. Referees should remind them about this rule if necessary (Rule 5.2.3.4).
6. Short and respectful inquiries from the coach to the 2<sup>nd</sup> referee (or from the coach to the reserve referee) that do not delay the match can be permitted if these inquiries assist the smooth running of the match.

#### Rule 6: To Score a Point, To Win a Set, and the Match

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1. If a rally has been interrupted due to an injury or external interference, it is considered an incomplete rally. Requesting a regular game interruption, except an exceptional substitution for an



injured or expelled/disqualified player, is not allowed. Note: in the Official Sitting Volleyball Rules 2025-2028, Rule 15.11, a request for a regular game interruption after an incomplete rally is not to be regarded as an improper request, it is simply rejected.

## Rule 7: Structure of Play

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1. The line-up sheet must be checked by the 2<sup>nd</sup> referee and scorer before the scorer writes the line-up data on the score sheet. They must check if the players' number listed on the line-up sheet correspond to the players' numbers listed on the score sheet. If not, the line-up sheet must be corrected and another one requested by the 2<sup>nd</sup> referee. In the new line-up sheet, any modification may be done solely in the position where the number(s) was/were not correct. The line-up sheet must be kept by the 2<sup>nd</sup> referee in their pocket to be able to verify the actual line-up of the teams if necessary or required unless the e-score sheet and 2<sup>nd</sup> referee tablet is in use.
2. At the end of each set, the 2<sup>nd</sup> referee immediately asks the coaches for the line-up sheet (or electronic line-up) for the next set to avoid prolonging the three-minute interval between sets. If a coach systematically delays the resumption of the match by not providing the line-up (sheet) on time, the 1<sup>st</sup> referee must give this team an appropriate delay sanction. This also applies if the team fails to provide the information electronically on time via the tablet.
3. If a positional fault is committed, after showing the official hand signal for the positional fault, the involved referee must indicate the two players. If the team at fault cannot rectify their positions themselves, the referees should assist through the game captain and then the rally should be started. If the game captain requests more information on the fault, the 2<sup>nd</sup> referee should take the line-up sheet out of their pocket or check the post tablet and show the game captain the players who committed the fault via the line-up sheet or via the post tablet. If using the post tablet, the opponent's line-up should be covered by the 2<sup>nd</sup> referee.
4. If the service was not executed by the player according to the team's line-up, that is a rotational fault occurred and it was only discovered after the end of the rally that started with the rotational fault, only a single point should be awarded to the receiving team (Rule 7.7.1.1).
5. To try to reduce the number of positional fault calls by the referees, and to reflect the current reality of players switching positions, 2<sup>nd</sup> referees need only whistle if a back row player is completely in front of the corresponding front row player at the service hit. Buttocks on the ground determine the position.
6. For simplicity in judging side-to-side overlap, referees need only ensure that the middle player is not completely nearer the sideline than the neighboring players in the same row at the service hit.

## Rule 8: States of Play

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1. When the ball lands on the floor, the compression that allows the ball to contact the line AT ANY TIME during the process of contacting the floor makes the ball 'IN'.
2. The cables binding the net beyond the 6.50/7.00 m length do not belong to the net. This also applies to the posts, the cables, and the net system. Thus, if a ball touches an external part of the



net beyond its side bands (6 m), it has touched a 'foreign object' and should be whistled and signalled as 'ball out'.

## Rule 9: Playing the Ball

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1. Interference with the play of the ball by the line judge, 2<sup>nd</sup> referee, or coach in the free zone:
  - If the ball strikes the official or coach, it is 'ball out' (Rule 8.4.2).
  - If the player takes assistance from the official or coach for the contact, it is the fault of the player (assisted hit, Rule 9.1.3) and will not result in a 'replay'.
2. It is emphasized that only the faults that are seen are to be called. The 1<sup>st</sup> referee must only look at the part of the body that contacts the ball. In their judgement, they should neither be influenced by the position of the player's body before and/or after playing the ball nor by the noise of the contact. The WPV Refereeing Commission insists that referees should permit overhand finger contact or any other contact that is legal according to the rules.
3. To better understand the text of Rule 9.2.2:

A thrown ball involves two playing actions, first catching and then throwing the ball. Playing the ball means that the ball rebounds from the contact point.
4. The referee must pay attention to the steadiness of the touch, particularly when a feint attack (tip) is used, changing the direction in ball placement. During an attack hit, 'tipping' is permitted if the ball is not caught or thrown. 'Tipping' means an attack of the ball (completely above the height of the net) executed gently with one hand/fingers.

The 1<sup>st</sup> referee must watch 'tips' closely. If the ball does not instantly rebound after this tip, but is accompanied by the hand/is thrown, or its direction changed more than once (driven ball), it is a fault and must be penalized.
5. Attention should be drawn to the fact that a player's blocking action will not be legal if they do not simply intercept the ball coming from the opponent, but holds it (or lifts, pushes, carries, throws, or accompanies it). In such cases, the 1<sup>st</sup> referee must punish this block as a 'catch' (this should not be exaggerated).
6. The team has a first hit in four different cases (which counts as the first of the three touches of a team):
  - 6.1. The service reception hit
  - 6.2. The attack reception hit (not only spike, all attacks; see Rule 13.1.1)
  - 6.3. The hit of the ball coming from the opponent's block
  - 6.4. The hit of the ball coming from the team's own block
7. In accordance with the spirit of international competitions and to encourage longer rallies and spectacular actions, only the most obvious faults will be whistled. Therefore, when a player is not in a very good position to play the ball, the 1<sup>st</sup> referee will be less severe in their judgement of ball handling faults. For example:
  - 7.1. Players are forced to move or make very quick actions to play a ball after it has rebounded from the block or from another player.
  - 7.2. The first team contact may be made freely except if the player catches or throws the ball.



## Rule 10: Ball at the Net and

## Rule 11: Player at the Net and Interference

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1. Rule 10.1.2 gives the right to recover the ball from the opponent's free zone. During the match, the players and coaches must recognize and move appropriately if in the free zone to give the opponent player space to recover the ball to their court.

If the ball rebounds from the player and goes towards the opponent or their free zone, close to the 2<sup>nd</sup> referee, the 2<sup>nd</sup> referee should move to refrain from collision and ensure the player can play the ball. While giving way to the player, the 2<sup>nd</sup> referee should not jump, run, or turn his back to the playing action. In addition, the 2<sup>nd</sup> referee should not move towards the direction of the ball or the player chasing the ball. As the player plays the ball, the 2<sup>nd</sup> referee must adjust their view so that they can see the ball, the player, and the direction of the retrieved ball.

Similarly, if the ball is going behind the 1<sup>st</sup> referee and towards the opponent's free zone, advertisement panels, and spectator stands, the 1<sup>st</sup> referee should move in such a way that they spread one of their feet to the side and rotate their whole body (not just their head and/or upper torso). The main reason for this is to enable the 1<sup>st</sup> referee to observe, among others:

- a. Player faults in playing the ball
- b. Possible injury of the player
- c. The direction of flight of the ball in case of retrieval
- d. External interference in the playing area

If the ball crosses the vertical plane of the net within the crossing space to the opponent's free zone and is touched by a player attempting to return this ball back, the referees must whistle the fault at the moment of contact and show 'out'.

2. The action of playing the ball finishes when the player is ready to make another action.

The action of playing the ball is any action of players who are close to the ball and are trying to play it, even if no contact is made with the ball. Pay attention to the following situations:

- If a player is in their playing position on their court and a ball is driven from the opposing side of the net and causes the net to touch the player, **no fault is committed by the latter**. The player may apply a movement defending their body but **has no right to do an active action towards the ball** to deliberately change the path of the rebounding ball. The latter situation **should be considered as a net touch fault**.
- When a player makes incidental contact with an opponent when both players had a legitimate cause to be competing for the same ball, this should not automatically be considered a fault. Should such accidental contact force an opponent to make a net touch fault, this should not be regarded as a fault by either player. However, should this contact be seen as a consequence of a deliberate attempt to make an opponent fault and/or confuse or distract the referees, the rally should be stopped, and a point awarded to the non-offending team. A misconduct sanction should then be applied to the player for their action in accordance with the sanction scale.



- Contact with the net by a player's hair – this must be considered a fault only if it is clear that it affected the opponent's ability to play the ball or interrupted the rally (e.g., a ponytail gets tangled in the net).
3. If a player touches an external part of the net (top band outside the antennas, cables, posts, etc.), this can never be considered a fault unless it affects the structural integrity of the net itself or if the net touch is deliberate.
  4. When the penetration into the opponent's court beyond the center line is with a buttock, that is a buttock touches the floor on the opponent's court, to be legal a part of it should remain in contact with the center line or above it.  
In sitting volleyball, it is permitted to contact the opponent's court with any part of the body providing that there is no interference with the opposing players playing the ball. Thus, if a player places a body part under the net and prevents or hinders an opponent from playing the ball, this is a fault.
  5. Because of the top quality of the teams participating, the game near the net is of fundamental importance and the referees must be attentive to cases of net fault or interference.  
It is a NET FAULT when:
    - The net between the antennae is contacted by the player during the action of playing the ball, or attempting to play the ball, or faking a play on the ball.It is INTERFERENCE when:
    - The natural rebound is affected by the deliberate action of an opponent moving towards the net, or
    - Where the net is caught and the ball is thrown out of the net (sling shot), or
    - A player is preventing an opponent from moving to reach the ball legitimately, or
    - Breaking the ropes through contact/catching them.
  6. Many contacts occur in a match, but the referee should only whistle a player if they interfered with or stopped the opponent's ability to play (e.g., 1<sup>st</sup> referee in case of reaching beyond the net; 2<sup>nd</sup> referee in case of penetration). Interference means a player stops an opponent from moving, or playing the ball, or disturbing the opponent while attempting to play the ball. Interference may occur even if there is no physical contact between players. The 1<sup>st</sup> referee has the right to stop the game due to the fault of the penetrating player and if necessary, to warn/sanction them if they act deliberately.
  7. To facilitate the collaborative work of the two referees, the division of work shall be as follows: the 1<sup>st</sup> referee will concentrate primarily on the path of the ball, and the 2<sup>nd</sup> referee will focus on the net faults during the entire length of play at the net. In sitting volleyball, because the 2<sup>nd</sup> referee must pay attention to both lifting and net contact by the blockers, the 1<sup>st</sup> referee should help the 2<sup>nd</sup> referee by whistling net faults by the blockers.

## Rule 12: Service

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1. To authorize service, it is not necessary to check that the server is ready – only when the player to serve is in possession of the ball. The 1<sup>st</sup> referee must whistle immediately. In normal game flow



(no substitutions, no sanctions, etc.) for World ParaVolley, World and Official competitions, a duration of 15 seconds is available for service after the end of the previous rally. However, 8 seconds for service is the key rather than 15 seconds – the 1<sup>st</sup> referee has discretion in the case of an exceptionally long rally to wait a little before whistling. This extends the time a little to allow players to recover.

2. Before the 1<sup>st</sup> referee whistles for service, they should check whether a replay is requested by TV and should delay whistling according to the instructions received for the given competition.
3. The 1<sup>st</sup> referee and corresponding line judges must pay attention to the position of the server at the moment of the service hit. The server may start their service motion outside the service zone but must be fully inside at the time of contact (or the buttock making the **final** contact with the floor must be fully inside the service zone at the moment of contact). The buttocks must be in contact with the floor in the service zone at the time of the service hit.
4. When the ball is being served, the 1<sup>st</sup> referee must watch the serving team while the 2<sup>nd</sup> referee watches the receiving team.
5. If the server does not move to the service zone or does not accept the ball from the ball retriever and creates an intentional delay, the team can receive a delay sanction. To avoid misinterpretation, the 8 seconds starts immediately after the 1<sup>st</sup> referee whistles for service.
6. Should a delay or misconduct warning or sanction be given, or some exceptional situation occurs, the service clock (if used) will be stopped, reset, and will be restarted from 8 seconds at the 1<sup>st</sup> referee's whistle. The clock operator must be made aware of this responsibility.
7. The 1<sup>st</sup> referee should pay attention to screening during the execution of the service when a player or group of players of the serving team prevent their opponent from seeing the service hit and flight path of the ball until the ball crosses the vertical plane of the net (both criteria need to be satisfied for player actions/positions to be judged a screen). Actions to consider include waving arms, moving sideways or by sitting grouped.
  - 7.1 Tip: If you see the serving team player(s) attempt to prevent the receiving team player(s) from seeing the service hit after they have adjusted their position to see the server more clearly, this should heighten your awareness that a screen may be called if all conditions are met.
  - 7.2 If the served ball can be seen clearly throughout its path until it crosses the net to the opponent, **it cannot be considered a screen.**
  - 7.3 Referees must be more zealous in taking care of the teams' intentions to create a screen and prevent from the beginning of the game that the teams abuse the screening rule with the excuse of "tactical strategy." Therefore, when a team is CLEARLY GROUPED with the intention of screening, or players are with hands **above head height** (they may, however, protect their heads for safety reasons but must not raise their hands above the head), the referee can indicate this to the serving team, by blowing their whistle, to separate the players, and, if they do not do so, the 1<sup>st</sup> referee **MUST CALL THE SCREEN** after the service. It is necessary that ALL referees apply these instructions from the beginning of the matches, to reverse this trend that affects the fair play.



8. The service cannot be authorized by the 1<sup>st</sup> referee if a team does not have the correct number of players on court (e.g., 5 or 7 players). In such cases, they should wait and remind the team, and if necessary, should issue a delay sanction. A similar procedure should be applied if a Libero rotates into position 4 but is not replaced by the respective player. See item 6 for when the 8 seconds for service is counted.
9. Referees must always apply discretion when applying the 15 second rule. If they see the player in the act of serving when the clock runs down, they should allow the service and not penalize. This also applies to the clock operator, who should stop the clock when the player begins their motion for service. Common sense is essential in applying this rule; the aim is not to punish the servers but to minimize the waste of time between rallies.

### Rule 13: Attack Hit

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1. It is legal to attack the service. However, contact with the ball can only take place in the receiving team's playing space. If the service is attacked and the ball contact takes place on the serving team's side of the net, this is a fault (reaching beyond the net, Rules 9 and 11.1.2).
2. When controlling the back row player and the attack hit of the Libero, it is important to understand that such a fault is committed only if the attack hit has been completed (either the ball completely crossed the vertical plane of the net or was touched by one of the opponents).

### Rule 14: Block

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1. The blocker has the right to block any ball within the opponent's space with their hands beyond the net provided that:
  - This ball, after the 1<sup>st</sup> or 2<sup>nd</sup> contact by the opposing team, is directed towards the blocker's court, and
  - No player of the opposing team is close enough to the net in that part of the playing space to continue their action.

However, if a player of the opposing team is near the ball, which is completely on their side of the net and about to play it, the block touch beyond the net is a fault if the blocker contacts the ball before the player's action as it prevented the opponent's action.

2. Sets and allowable passes (not attacks) that do not cross the net towards the opponent's court may not be blocked beyond the net except after the third contact.
3. If one of the blockers puts their hands beyond the net and hits the ball (spike) instead of making a blocking action, it is a fault (the expression 'beyond the net' means reaching the hands over the net into the opponent's space; the spike action is characterized by a back swing, whereas the block is not).
4. Blocking the opponent's service is permitted (Rule 14.5) and, unlike attacking the service, it is legal to block the service by reaching beyond the net into the serving team's space.
5. Since the ball may touch any part of the body, if the ball touches the feet during the same blocking action it is not a fault and is still a block!



## Rule 15: Regular Game Interruptions

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1. Regular game interruptions are Time Outs and Substitutions. They can only be requested when the ball is out of play and before the 1<sup>st</sup> referee's whistle for service. It is not permitted to request any other regular game interruption if one has already been rejected and sanctioned with a warning for delay before the end of the next completed rally (see points 8 and 9 below, and Rule 15.2).
2. Time Out
  - 2.1. When the coach requests a time out, they must **always** use the official hand signal. If they only stand up, requests orally or presses the buzzer, or **requests via the tablet**, the referee must be sure that they are willing to request a time out before granting/rejecting anything. If, for any reason, the time out request is rejected, the 1<sup>st</sup> referee should decide if this is an intentional delay and sanction it according to the rules.
  - 2.2. The e-score software and tablet will automatically sound the horn if the team uses the Electronic Team Tablet (ETT) to make the time out request (unless START RALLY has been correctly pressed by the scorer).
  - 2.3. Should the team(s) wish to re-enter the court before the end of the official time, the referees should permit this, but play should not re-start until the time officially runs out.
3. Substitution
  - 3.1. The 2<sup>nd</sup> referee will stand between the net post and the scorers' table and make a signal (crossing of the arms) for the players to exchange across the sideline (unless the substitution is shown to be illegal by the scorer). If tablet substitution is used, there is no need to make the crossing signal unless the players are slow in exchanging at the sideline. In the case of multiple substitutions, the 2<sup>nd</sup> referee will wait for the scorer's hand signal indicating that the previous substitution is registered and then they will proceed with the subsequent substitution. When using tablet-driven substitution, the software prevents illegal substitutions and substitutions are registered on the scoresheet automatically, so the 2<sup>nd</sup> referee only intervenes in extreme cases where there is a delay. The scorer's function changes from inputting data to checking data in this case and then accepting (or rejecting) that data on the electronic device in use. If the scorer must make a manual substitution via the e-score computer, the 2<sup>nd</sup> referee should allow for that and if necessary, take a little longer. It should be noted that the request for substitution is always the moment of entry of the player into the substitution zone, regardless of the scoring method employed.
  - 3.2. Multiple substitutions may only be done in succession: first, one pair of players – one player coming off the court and the substitute going in, then another, etc., to allow the scorer to take note and check them one by one. In the case of multiple substitution, the substitute players should approach the substitution zone as one unit. If they are not a real pairing, but there is a little time after the entrance of first player to the substitution zone when the second player arrives, and it is obvious they are part of the substitution, the referees must allow the substitution. The slight delay by the second (third) player cannot cause any real delay of the set (i.e., the next player must be in the substitution zone) when the previous substitution's recording is done. Again, with the use of the tablet software, when used,



multiple substitutions can be allowed at the same time, so speeding up the set. 2<sup>nd</sup> referees are therefore to permit substitutions freely using this method.

- 3.3. It is important to ensure that the players move quickly. According to the actual substitution method, use of delay sanctions when substitutes are not ready to enter the match should be minimized. If a player breaks the plane of the substitution zone momentarily as the 1<sup>st</sup> referee whistles for service, the 2<sup>nd</sup> referee will simply wave the substitute away and there should be no buzzer to interrupt the rally.
4. In case of a **serious** injury the referees should stop the game and allow the medical staff to enter the court. When a player is injured and must leave the court, primarily a normal substitution should be made. If it is not possible, then an exceptional substitution due to injury can be made, freely, by the team, leaving out of consideration the "limitations of substitutions", by any player not on court at the moment of the injury. Serious injuries involve head trauma or blood injuries or joint injuries (mainly in the play at the net). Small injuries (hits that do not include head or blood) should not necessarily be a cause to interrupt the rally and so avoiding cases that 'fake injuries' are being used as a 'trick' to gain some advantage for the team. The referees must distinguish clearly between illegal substitutions (when a team made an illegal substitution, then the play is resumed, and the scorer/2<sup>nd</sup> referee did not notice it, Rule 15.9), and a request for an illegal substitution which, at the time of the request, the scorer or the 2<sup>nd</sup> referee realizes is illegal (Rule 16.1.3) and is to be rejected and punished with a delay sanction.
5. A request for substitution before the start of a set is permitted and should be recorded. The coach should make the substitution request with the official hand signal in this case.
6. It is strongly recommended that the referees carefully study and understand the rule concerning 'improper requests' (Rule 15.11):
  - 6.1. What 'improper request' means,
  - 6.2. What are the typical cases,
  - 6.3. What procedure is to be followed in such cases,
  - 6.4. What must be done if a team repeats this in the same match.The 2<sup>nd</sup> referee must ensure that any improper request is recorded in the special section of the scoresheet.
7. The assistant scorer registers the Libero's replacements and Libero re-designation on a separate sheet specially prepared for this purpose (form R-6), so that the number of the player replaced by the Libero is known at any time (where the electronic score sheet is in use, the scorer and assistant scorer must cooperate verbally with the recognition and recording of the Libero replacements).
8. Before the end of the next completed rally, it is not allowed to request any type of additional regular game interruption after having already had a request rejected and sanctioned by a delay warning in the same stoppage between one completed rally and the start of the next rally. For example, a team requested a time out after the whistle for service, but the game has been stopped, and a delay warning was issued. The team now has no right to request either another time out, or a normal player substitution (except an exceptional or forced substitution, due to an injury, or an exceptional substitution for a sanctioned player) before the match is restarted and that rally completed.



9. In the case of an interrupted rally, it is improper to request any regular game interruption before the end of the next completed rally (Rule 15.2), except for a forced substitution for an injured or sanctioned player.
10. Injured, ill, expelled, or disqualified players must in the first instance be replaced by a legal substitution. Should that not be possible, the team has the right to make an EXCEPTIONAL substitution, using any player on the bench except the Libero(s) and their replacement player. Note that it is NOT an obligation of the team to use this exceptional substitution, but a RIGHT to choose whether it is used.

## Rule 16: Game Delays and Improper Requests

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1. The referees must be familiar with the differences between an improper request and a delay. Some examples that should be considered as an **improper request** in the first occurrence by a team in a match:
  - An assistant coach requesting a time out, either verbally or by hand signal.
  - Requesting a time out after the 1<sup>st</sup> referee has already whistled to authorize service or during the rally.
  - Requesting a third time out or a seventh substitution for the first time.
  - Requesting a second substitution before the end of the next completed rally (except for an exceptional substitution for an ill/injured/sanctioned player).

If the match has been delayed due to an improper request, it should be sanctioned and recorded as a delay and the team still has the right to commit another improper request.

Some examples that should be considered as a **delay**:

- To repeat any kind of improper request, regardless of the type of the first one.
  - To request an illegal substitution and this error is discovered before the next service.
  - To delay the match by asking the referee's permission to fasten footwear, which is considered as intentional delay.
  - To repeat a late Libero replacement (after the service whistle, but before the service hit).
  - To make a request for floor mopping to the referee(s), which is considered as intentional delay.
  - To fail to replace the Libero who rotates to position 4 and the referees are forced to remind the team about the replacement, and this situation creates a delay to the match.
2. The referees should prevent all unintentional or intentional delays by the teams. Most cases of delay for floor mopping requests are caused by lack of activity by the quick moppers. Referees should therefore prepare the quick moppers well in advance of the match, so that if they work quickly and enter the court at the end of every rally, there will be no need for players to request mopping and hence delay warnings and sanctions will be minimized. During the match, the 1<sup>st</sup> referee in particular must be proactive to direct the work of the moppers, without accepting requests from players. While it is acceptable for players to identify exactly where there is a wet patch on the court to the mopper, it is the 1<sup>st</sup> referee's responsibility to decide upon the mopping requests by the players, if they are obviously delaying the game, and, if necessary, to issue a delay



sanction for these actions. To prevent unnecessary delays to the continuation of the game the first referee should not call the game captain to the referee's chair to inform them when issuing a delay sanction to the team.

3. Sanctions for delays are against the team, not against the misconduct of a team member, even in the case where only one team member has caused the delay.
4. A 'delay warning' is indicated by a hand signal (signal 25) with a yellow card. It must be recorded on the scoresheet in the sanctions box under the W column with the team (A or B), set number, and score. The 'delay penalty' is indicated with a red card and recorded on the scoresheet in the sanction box under the P column with the team (A or B), set number, and score. The resulting point won by the opponent must be circled in the running score column.

#### Rule 18: Intervals and Change of Courts

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1. During intervals, balls other than the game balls may be used by players for warm-up in the free zone.
2. Before the deciding set, the 2<sup>nd</sup> referee gives the ball to the first server of the set. During the time outs and substitutions and during the change of court in the deciding set at the 8<sup>th</sup> point, the 2<sup>nd</sup> referee does not take the ball. It remains with the ball retrievers.
3. At the end of each set, the teams should change court in one unit following the 1<sup>st</sup> referee's whistle and signal. After the end of each set, the 1<sup>st</sup> referee must not direct the players to line up at the end line before changing courts. To avoid artificial delays and to ensure fluency in the continuation of the game, they must indicate the change of courts using the official signal immediately after the end of set.
4. In some competitions, the teams will not be expected to change courts to minimize potential contamination due to COVID-19 or other factors.

#### Rule 19: The Libero Player

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**Note:** It is not obligatory for a team to have a Libero player.

1. In the case where a team has two Liberos, the acting Libero should be recorded in the first of the two special lines reserved for Liberos on the scoresheet before the captain and coach sign the scoresheet.
2. The two Liberos can wear a uniform of different color and design from each other and from the rest of the team (Rule 19.2).
3. The Libero may act as team or game captain (Rule 19.4.2.5).
4. An illegal Libero replacement should be considered in the same way as an illegal substitution.
5. Pay attention to the difference between the exceptional substitution of an injured player and the re-designation of an injured Libero.

When a regular player is injured and there is no possibility of a legal substitution, any player who is not on the court **at the moment** of the injury (except the Libero and their replacement player) can substitute for the injured player.



Compare this treatment to the re-designation of a new Libero when any player who is not on the court **at the moment** of the re-designation (except the acting Libero's replacement player or an original acting Libero who had earlier been declared unable to play) can become the new Libero. Be aware of the fact that the re-designation of a new Libero is an option, which the coach can use or not.

6. The referees must pay attention to the difference between the wording of Rule 27.2.2.2, which specifies that the scorer must indicate any error in serving order immediately after the service hit, and Rule 28.2.2.2, which says that the assistant scorer has to notify the referees of any fault of the Libero replacement without mentioning 'after the service hit'. That means, that the assistant scorer should notify the referees about a faulty Libero replacement immediately when it happens, and Rule 7.7.2 should be implemented only in the case that the assistant scorer has missed the notification and a rally (or more) was played.
7. The referees should be able to tell the difference if a team has only one available Libero and they become unable to play (injured, ill, expelled or disqualified) and if they are declared unable to play. In the first case, it is independent from the team, while in the second case this is the coach's decision that the Libero will not continue the game. If the Libero becomes unable to play and, in the interruption, a new Libero will be re-designated without any delay, they may replace the original Libero immediately and directly on the court. However, if the Libero on court is declared unable to play, first the player replaced by the Libero must re-enter the court, then after 1 completed rally the new re-designated Libero has the right to replace any back row player.

## Rule 20: Requirements of Conduct

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It is necessary to study Rule 21 to understand which fair play requirements World ParaVolley has set as targets for the teams.

## Rule 21: Misconduct and its Sanctions

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1. It is important to remember, that according to rule 21.2.1, the behavior of the participants should be respectful and courteous, also toward the WPV Technical Delegate and other WPV Officials, their teammates, and spectators. If the coach's (or any other team official's) attitude exceeds the disciplinary limitations laid down in Rule 21, the 1<sup>st</sup> referee must apply the appropriate sanctions without any hesitation. A volleyball match is a sportive show of players, but not the team officials. Referees should not ignore this distinction. Where the coach indulges in excessive play acting or demonstration, or where the coach (or any other team member) addresses the WPV Technical Delegate or other WPV Official in any appeal loudly or in an aggressive or derogatory manner, or insult, then the 1<sup>st</sup> referee must make a strict application of the sanctions scale. The WPV Refereeing Commission strongly encourages all referees to adhere to this point. **The show must be for the play on the court and not for peripheral issues which detract from the main purpose of entertaining the crowd with spectacular play. The coaches are not the show!**
2. Rule 21.1 deals with 'minor misconducts' which are not subject to sanctions. It is the 1<sup>st</sup> referee's duty to prevent the teams from approaching the sanctioning level. It is crucial that the referees



apply their personality to keep under control the 'minor misconducts' to avoid sanctions later in the match.

3. Practical implementation on team members for misconduct leading to sanctions, as decided by the 1<sup>st</sup> referee:

3.1. Team member on the court:

The 1<sup>st</sup> referee must blow the whistle (usually when the ball is out of play, but as soon as possible when the misconduct is serious). They then instruct the sanctioned player to approach the referee's stand. When the player is close to the referee's stand, the 1<sup>st</sup> referee shows the appropriate card(s) and says in English: 'I give you a penalty because...' or 'I expel/disqualify you because...'. The 2<sup>nd</sup> referee acknowledges this action and immediately instructs the scorer to record the appropriate sanction on the scoresheet. If the scorer, based on the information on the scoresheet, states that the 1<sup>st</sup> referee's decision is against the sanction scale, the scorer must immediately inform the 2<sup>nd</sup> referee. The 2<sup>nd</sup> referee, in turn, after verifying the scorer's advice, informs the 1<sup>st</sup> referee of this. The 1<sup>st</sup> referee must then correct their previous decision.

3.2. Team member not on the court:

The 1<sup>st</sup> referee must blow the whistle, direct the game captain to their referee stand, and say in English, 'I give player number ... (or the coach, etc.) a penalty' or 'I expel/disqualify player number ... (or the coach, etc.)'. The game captain must inform the team member who must acknowledge the sanction. It is the responsibility of the 1<sup>st</sup> referee to show the appropriate card(s) and make clear who the sanctioned team member is. In such situations, the referees and scorer must collaborate effectively to record the correct data (team member and level of sanction) on the scoresheet.

3.3. Implementation of sanctions between sets:

In case of a penalty, the 1<sup>st</sup> referee should show the red card at the start of the next set. In case of an expulsion or disqualification, the 1<sup>st</sup> referee should call the game captain immediately to inform the coach concerned about the type of sanction (to prevent double penalization of the team), which should be followed formally by the cards (red and yellow cards jointly for expulsion or separately for disqualification) at the beginning of the next set.

3.4. Implementation of sanctions to two opponents at the same time:

Should the penalties need to be applied to both teams at the same time, both team members should be called to the referee's stand and the implementations should be conducted as follows:

- In the case both sanctions are at the same level, the required card(s) must first be shown to the team member of the serving team. After the first sanction has been registered, the same level of sanction must be applied to the team member of the receiving team. In any case, this double penalization of same level for two opponents at the same time, are considered **simultaneous sanctions!** Thus, a double penalty at the score 24-25 would not end the set at 24-26, but the score would be 25-26. So, the score is counted only when each team has been penalized (red card).



- In the case where one of the opponents must be penalized with a heavier sanction, the heavier sanction must be issued first by indicating the required card(s) to the relevant team member. After the first (more severe) sanction, issuance of the sanction to the opponent's team member must be conducted and registered.
- 3.5. Expelled or disqualified players must leave the FOP and competition area immediately and go to the team changing room for the duration of the sanction.
4. During the game, the referees must pay attention to the disciplinary aspect, acting with firmness when applying the sanctions for misconduct of players or other team-members. Referees should be reminded that their function consists of evaluating playing actions, and not of chasing after small individual faults.



## Section 2 – The Referees, Their Responsibilities, and Official Signals

### Rule 22: Refereeing Team and Procedures

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1. It is important that the referees signal the end of a rally only if the following two conditions are fulfilled:
  - That they are sure that a fault has been committed or there is external interference, and
  - That they have identified its nature.
2. To inform the teams of the nature of the fault whistled by the referees (for the public, TV viewers, etc.), the referees must use the official hand signals (see Rules 22.2 and 30.1). Only these hand signals (no national or private hand signals) can be used unless it is necessary to add some clarifying gesture for a better understanding for everybody.
3. Due to the speed of the game, problems may arise showing refereeing errors. To prevent these errors, the refereeing team must collaborate very closely; after each playing action, they should glance at one another to confirm their decision.

### Rule 23: First Referee

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1. The 1<sup>st</sup> referee must always cooperate with their fellow officials (2<sup>nd</sup> referee, challenge referee, scorer, line judges). They must let them work within their competence and their authority. For example, after whistling for the end of a rally, they should immediately look at the other officials and only after this, give their final decision with the official hand signals.
  - When deciding whether a ball was in or out, they should always look at the line judge in charge of the line close to the place where the ball landed (although, if necessary, the 1<sup>st</sup> referee may overrule their colleagues).
  - During the match, the 1<sup>st</sup> referee must often look at the 2<sup>nd</sup> referee who is facing them (if possible after each rally and before each whistle for service execution), in order to find out whether the 2<sup>nd</sup> referee is signaling a fault or to see any last-minute requests for regular game interruptions.
2. The question whether the ball 'out' was previously touched by the blocker or any player on court is checked by the 1<sup>st</sup> referee and the line judges. It is, however, the 1<sup>st</sup> referee who makes the final decision with their hand signal, after seeing the signals of the line judges and 2<sup>nd</sup> referee (in case of slight block touch close to the 2<sup>nd</sup> referee).
3. The 1<sup>st</sup> referee should always make sure that the 2<sup>nd</sup> referee and scorer have sufficient time to do their administrative and registration work. If the 1<sup>st</sup> referee fails to give the necessary time for this work, the 2<sup>nd</sup> referee must stop the continuation of the match by whistling.
4. The 1<sup>st</sup> referee may change any decision of their fellow officials or of their own. If they have decided (whistled) and then see that their colleagues (2<sup>nd</sup> referee, line judges, or scorer) have, for instance, made a different decision:
  - If the 1<sup>st</sup> referee is sure that they are right, they make stick to their decision.
  - If the 1<sup>st</sup> referee sees that they were wrong, they may change their decision.



- If the 1<sup>st</sup> referee states that faults were committed simultaneously by both teams (players), they should signal for the rally to be replayed.
  - If the 1<sup>st</sup> referee considers that the 2<sup>nd</sup> referee's decision (e.g., positional fault, net touch, etc.) was wrong, the 1<sup>st</sup> referee can reverse it.
5. If the 1<sup>st</sup> referee finds that one of the other officials does not know their job, or is not acting objectively, they must have them replaced.
  6. Only the 1<sup>st</sup> referee may apply misconduct and 'delay' sanctions. The 2<sup>nd</sup> referee, scorer, and line judges do not have this right. If officials other than the 1<sup>st</sup> referee notice any irregularity, they should signal and go (or tell via wireless communication) to the 1<sup>st</sup> referee to inform them of the facts. It is the 1<sup>st</sup> referee and only them who applies sanctions.
  7. The 1<sup>st</sup> referee should not stand still at the post but should move a little (one step) to the attacking side of the post in order to see lifting by the attacking players.

#### Rule 24: Second Referee

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1. The 2<sup>nd</sup> referee must be of the same competence as the 1<sup>st</sup> referee. They will replace the 1<sup>st</sup> referee in case of absence or in case the 1<sup>st</sup> referee is unable to continue their task.
2. During the exchange of play near the net, the 2<sup>nd</sup> referee must concentrate on controlling the illegal touch of the whole net by standing on the blockers side, on all illegal penetrations beyond the center line, and on the illegal playing actions on the antenna at his/her side. The 2<sup>nd</sup> referee should pay attention to lifting by the blockers without neglecting to look for illegal net contacts. The 2<sup>nd</sup> referee should also control back row players completed faulty attacks and blocks in addition to libero players' block attempt (for whistling of these faults there is no priority either for 1<sup>st</sup> or 2<sup>nd</sup> referee, both referees may decide on them individually or simultaneously. Additionally, in a similar case to when the 2<sup>nd</sup> referee needs to support the 1<sup>st</sup> referee by whistling an unseen floor touch, the 2<sup>nd</sup> referee may also whistle a completed attack hit coming from a Libero setting overhand with fingers in the front zone, but only when it is a clear fault, and the 1<sup>st</sup> referee is clearly not in position to recognise the fault.
3. Before and during the match, the 2<sup>nd</sup> referee must also carefully check if the players are in correct position based on the teams' 'line-up sheet'. In this work (if the pole tablet is not used), the 2<sup>nd</sup> referee is assisted by the scorer, who can tell the 2<sup>nd</sup> referee which player must be in position 1 (server). Based on this information, by turning the line-up sheet clockwise in their hand, the 2<sup>nd</sup> referee can state the regular rotation order (position) of each team. The 2<sup>nd</sup> referee should not, orally or physically, direct any of the players to their indicated position. If there is some discrepancy between the players' position and that indicated in the line-up sheet, the 2<sup>nd</sup> referee should call the game captain or the coach to confirm the proper position of the players.
4. The 2<sup>nd</sup> referee must pay attention to the fact that the free zone must always be free from any obstacle which can cause an injury to a team member (water bottles, 1<sup>st</sup> aid kit, substitution paddles, etc.).
5. During TOs, the 2<sup>nd</sup> referee should not stay in a static position. The 2<sup>nd</sup> referee can adjust the movement pattern to turn:



- To the teams, to ensure they move close to the benches.
  - Toward the scorer to control their work.
  - Toward the assistant scorer to obtain information about the position of the Liberos.
  - To the 1<sup>st</sup> referee to receive and/or give information, if necessary.
  - To the teams to determine if the Libero is about to attempt a 'hidden replacement'.
  - To check the team's line up by counting the players and determining whether the six players from each team have returned to the playing court after the time out.
6. If during the match, the 2<sup>nd</sup> referee observes unsportsmanlike gestures or words between the opponents, on the first occasion when the ball is out of play, they can order the players to change their behavior asking them to calm down. If the situation remains the same, the 2<sup>nd</sup> referee must inform the 1<sup>st</sup> referee, who must immediately warn or sanction the player(s), depending on the gravity of the behavior.

## Rule 25: Challenge Referee

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Technological innovations are appearing very quickly in relation to our modern game. In many WPV competitions now, the use of tablets is mandatory, as are e-score sheets, and headsets for wireless communication. The modern referee must be familiar with these. The details of how these are to be used, and how this relates to the challenge process/substitution process can be seen in the Playbook of the respective event.

The following recommendations are to be applied by the Challenge Referee and during challenge procedure:

1. All WPV referees nominated for WPV competitions must carefully study the challenge regulations approved for the competition and strictly abide by them.
2. The Challenge referee shall wear an official WPV referee uniform while performing their duties.
3. During WIRELESS communication between referees, it is mandatory to use simple volleyball terminology sentences in English to indicate the nature of a requested challenge (e.g., ball in or out, net touch, antenna touch, service foot fault, attack line foot fault, block touch the block, center line penetration, etc.). The recommended order of information directed to the Challenge Referee to initiate the challenge procedure: **Who – What – When**. For example: “**Challenge by team Italy – touch of the net – in the middle of the rally**”.
4. Ball in or out challenge shall be evaluated by a challenge referee on a dedicated monitor with the automated software provided by the VCS staff.
5. If it is impossible to make any of above-mentioned conclusions based on the footage available, the Challenge Referee shall inform the 1<sup>st</sup> referee about technical impossibility to decide this challenge and, therefore, the previous decision made by the 1<sup>st</sup> referee remains valid.
6. If a referee interrupted the rally by whistling a fault (except in or out) which subsequently was challenged and proved to be a wrong call, a replay shall be carried out due to this referee error.
7. The Challenge Referee shall not be under influence of advice of the Challenge Operator (the latter has no right to give any advice, except advice about the cameras with the best view for evaluation



or time limitation while evaluating a picture on screen). Under no circumstances must the conclusion of the Challenge Referee be made by a guess or prediction basis. Only if a Challenge Referee is absolutely visually sure about the situation can they announce a decision. Any doubts shall be interpreted in favor of the previous referee decision.

8. If, according to the Challenge regulations in force, during the rally any playing moment within the entire duration of a rally can be challenged, the Challenge Referee shall clearly instruct the Challenge Operator how to find the requested moment. If during the few frames studied in the reviewing process another fault (before the challenged one in the same action sequence) has been found, then this earlier fault must be announced by the Challenge Referee as deciding the rally.
9. The Challenge Referee advises the 1<sup>st</sup> referee of the nature of the fault. However, the 1<sup>st</sup> referee must make the final decision based on the evidence provided. It is not advised, however, that the 1<sup>st</sup> referee should overrule the Challenge Referee's evaluation, especially of the buttocks faults during a service or back-row player attack hit.

## Rule 26: Reserve Referee

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The following are the responsibility of the Reserve Referee:

1. To replace the 2<sup>nd</sup> referee in case of absence, or in case that the 2<sup>nd</sup> referee is unable to continue their work, or in case the 2<sup>nd</sup> referee becomes the 1<sup>st</sup> referee.
2. To control the substitution paddles (if used) before the match and between sets.
3. To check the correct operation of the team tablets if they are in use.
4. To check the operation of the buzzers before and during the sets, ensuring there are no problems.
5. To assist the 2<sup>nd</sup> referee in keeping the free zone clear.
6. To control the substitute players in the warm-up area and on the bench.
7. To give the 2<sup>nd</sup> referee four match balls immediately after the presentation of the starting players.
8. To give the 2<sup>nd</sup> referee a match ball after the 2<sup>nd</sup> referee has finished checking the players' starting positions.
9. To assist the 2<sup>nd</sup> referee with guiding the work of the moppers and the scorer.

In case the FOP is oriented with the team benches located behind the 1<sup>st</sup> referee, the specific work of the Reserve Referee will be detailed in the Playbook of the event (replacing the specific Competition Regulations or Handbook).

## Rule 27: Scorer

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1. The scorer's work is very important, particularly during international matches where the members of the refereeing corps and of the teams are from different countries. All referees and line judges must know how to fill in a score sheet and, if necessary, they must be capable of doing the work of a scorer.
2. After receiving the line-up sheets and before the start of each set, the scorer must check that the numbers on the line-up sheets can also be found on the scoresheet team roster (if not, the scorer must report this to the 2<sup>nd</sup> referee).



3. The scorer reports the 2<sup>nd</sup> time out and 5<sup>th</sup> and 6<sup>th</sup> substitutions of each team to the 2<sup>nd</sup> referee, who then reports them to the 1<sup>st</sup> referee and coach. This applies even when bench and post tablets are in use.
4. During the substitution process, the scorer must cooperate with the 2<sup>nd</sup> referee. Unless the scorer indicates the substitution is illegal, the 2<sup>nd</sup> referee authorizes the substitution of players using a crossing of the arms signal.
5. When the 2<sup>nd</sup> referee takes their position after finishing the substitution, the scorer must concentrate to check if the player making the service hit follows the rotation order or not. If not, the scorer must be ready to stop the play by pressing the buzzer **immediately after the service hit was executed**.
6. The scorer must look at the substitute player in the substitution zone and to compare the number on their jersey and the number of the paddle in their hand (if used) to that on the scoresheet line of 'starting players' and 'substitutes'. If the scorer discovers that the request is illegal, they immediately push the buzzer and raise one hand, moving it from side to side, and says: 'The substitution request is illegal'. In this case, the 2<sup>nd</sup> referee must immediately go to the scorers' table and check the illegality of the request based on the scoresheet data. If confirmed, the request must be rejected by the 2<sup>nd</sup> referee. The 1<sup>st</sup> referee must sanction the team by whistling a delay. The scorer must register the appropriate sanction on the scoresheet in the Sanctions section. The 2<sup>nd</sup> referee must check the scorer's work following the sanction.
7. If the team requests more than one substitution, the process of substitution must be done one at a time so that the scorer has time to register each substitution consecutively. The scorer must, however, use the same process for each substitution. The scorer looks at the paddle number (if used) and the substitute player's number on the jersey. If the substitution is legal, the scorer proceeds to register the substitution on the scoresheet and then shows the registration is complete by raising both hands. **This applies to all substitutions.**
8. If tablet driven substitution is used, along with additional technological hardware, the paddles are not used. In this case, the scorer must monitor the scoresheet computer screen to ensure that the data going into the record is what is occurring on the sideline - this still means that all processes for the referees are the same, regardless of the technology in use. In case there is a discrepancy between the player entering the substitution zone and the number transmitted via tablet, the real player should be considered, and the scorer must correct and accept the substitution manually. Verbal communication between scorer and 2<sup>nd</sup> referee is encouraged at this point in case the substitution must be made manually due to late data transmission. As the substitution may also coincide with a Libero replacement, extra care must be taken here. At the end of all substitutions, a two-handed OK is still required before the match restarts. If wireless communication is in use in the match, the scorer simply informs the referees via wireless system telling them: OK, scorer ready, and the 2<sup>nd</sup> referee's OK can also be verbal only. If the system does not work properly or cannot be heard clearly due to noise, the scorer and 2<sup>nd</sup> referee are still obliged to show the two-handed OK signal.



9. The scorer should register sanctions on the scoresheet only on the instruction of the 2<sup>nd</sup> referee. In case of a protest indicated according to the rules, with the authorization of the 1<sup>st</sup> referee, the scorer writes or permits the team captain to write the remark on the scoresheet.
10. The scorer must write a remark if a player is injured and removed from the match by regular or exceptional substitution. The remark should indicate the number of the player injured, the set during which the injury occurred, and the score at the time of the injury.

#### Rule 28: Assistant Scorer

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1. The assistant scorer sits close to the scorer. In case the scorer is unable to continue their work, the assistant scorer acts as the substitute for the scorer.
2. The assistant scorer's responsibilities are:
  - 2.1. To complete the Libero control sheet (R-6) and to check whether the Libero's replacements during the match are legal or not.
  - 2.2. To handle the manual scoreboard on the scorers' table.
  - 2.3. To check if the scoreboard shows the right results and if not, to correct it.
  - 2.4. During TO's, to inform the 2<sup>nd</sup> referee about the position of the Liberos, by using the hand signal of in and out but with only one hand for each team.
  - 2.5. To give the information about the duration of each set immediately after the end of each set and the starting time and end time of the match to the WPV Technical Delegate/Jury Member.
  - 2.6. Where necessary, to assist the scorer by pressing the buzzer to acknowledge and announce substitution requests.
  - 2.7. To verbally assist the scorer with information during the substitution process.

#### Rule 29: Line Judges

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1. The line judges' work is very important, especially during high level international matches. All referees must also be familiar in practice with the line judges' work, in case they are designated as line judges during international matches.
2. The organizers must provide each line judge with uniform flags. The color of the flags must be in contrast with the color of the flooring. In World ParaVolley, World and Official Competitions (including Zonal Championships), the color of the flag should be red or yellow.
3. The line judges:
  - 3.1. Must be present on the playing area or at the alcohol test room, in uniform, 60 minutes before the match start time.
  - 3.2. Are required to signal:
    - balls in or out close to the line of which are in charge,
    - service faults described in Rule 12.4.3.
  - 3.3. If the ball touches the antenna, crosses over it, or flies outside it into the opponent's court, the line judge facing the direction of the ball must signal the fault,
  - 3.4. Faults should be signaled clearly to ensure beyond any doubt that the 1<sup>st</sup> referee sees them.



- 3.5. In a case of using the challenge system with the cameras positioned along the lines it is **RECOMMENDED** that line judges to occupy such a position that will not cover the camera's sight (i.e., about 0.2 – 0.3 m outside the line). In position 4, for example, the position is 20 cm beyond the end line to permit the best view of the ball as it approaches. In this way the challenge camera is not obscured (note: not all line judge positions are affected by camera positions).
4. The line judge should relax between rallies.
5. The line judges should leave their position during a time out and stay at the respective corners of the playing area behind the advertising barriers.

### Rule 30: Official Hand Signals

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1. The referees must use only the official hand signals. The use of any other signals should be avoided, but in any case, they should be used only when it is necessary to be understood by the team members. The following, however, gives more detail to the sequences which should and should not be employed during a match.
2. **Decision by the 1<sup>st</sup> referee:** The 1<sup>st</sup> referee will signal the end of the rally (or fault) by the whistle, indicate side to serve next, indicate the nature of the fault, then the player at fault (if necessary). The 2<sup>nd</sup> referee will not take part in any of this signaling, but will, however, simply walk to the side of the team to receive next. Eye contact with the 1<sup>st</sup> referee will still be required. Assistance during or at the end of the rally for touches (if the touch is not clear) or four hits is still expected. These actions can be done before the 2<sup>nd</sup> referee moves, so that the 1<sup>st</sup> referee is in full possession of the facts.
3. **Decision by the 2<sup>nd</sup> referee** (e.g., net fault, illegal back row block, etc.): The sequence by the 2<sup>nd</sup> referee: whistle, indicate the nature of the fault, indicate (if necessary) the player at fault, pause, then follow the 1<sup>st</sup> referee's signal for side to serve next.
4. **Time out Request:** This is normally done by the 2<sup>nd</sup> referee (but is still within the remit of the 1<sup>st</sup> referee if the 2<sup>nd</sup> referee does not hear/see the request by the coach). The 1<sup>st</sup> referee does not need to repeat this.
5. **Replayed rally/double fault:** While both referees may whistle this incident and indicate the replay by signal (e.g., ball rolling on to court, player injured during a rally, etc.), it normally remains the 1<sup>st</sup> referee's task to indicate the side to serve. The 2<sup>nd</sup> referee will only copy the 1<sup>st</sup> referee's signal for the team to serve next if they whistled the stoppage in play.
6. **Both referees whistle at the same moment to stop play but for different things.** Here each referee will indicate the nature of the fault, but this time because the 1<sup>st</sup> referee must decide which course of action to follow this, **ONLY THE 1<sup>st</sup> REFEREE** will indicate the double fault signal and indicate team to serve next.
7. **Player serves too early (before the whistle).** This is entirely the job of the 1<sup>st</sup> referee to indicate replay and team to serve next.
8. **End of set.** This is done by the 1<sup>st</sup> referee. The 2<sup>nd</sup> referee may, if the 1<sup>st</sup> referee has not noticed the score, politely remind the 1<sup>st</sup> referee with this signal, but this should remain exclusively the responsibility of the 1<sup>st</sup> referee.



9. When the 2<sup>nd</sup> referee does whistle for a fault, they must be careful to show the hand signal on the side where the fault was committed. For example, if a player from the team that is on their right has touched the net and they whistle this fault, the hand signals should not be shown through the net from the other team's side. The 2<sup>nd</sup> referee should move so that the hand signal is indicated on the side of the fault. The signal should not be shown while walking. The 2<sup>nd</sup> referee should stop and signal when facing the court.
10. Referees must whistle quickly, with certainty in signaling faults, having taken into consideration the two following points:
  - 10.1. The referee should not signal a fault when urged to or influenced by the public or players.
  - 10.2. When fully aware of having made a misjudgment, the referee may or ought to rectify their error (or that of other members of the refereeing team) on condition that this is done immediately.
11. The referees and line judges should pay attention to the correct application and use of the out hand/flag signal:
  - 11.1. For all balls that land directly out after an attack or a block by the opposing team, the hand/flag signal of ball out must be used.
  - 11.2. If a ball from an attack hit crosses the net and touches the floor outside the playing court, but a blocker or other player of the defending team touches it, the officials must show the hand/flag signal ball touched.
  - 11.3. If a ball is out (e.g., touches the floor outside the playing court, touches an object outside the court, the ceiling, or a person out of play, advertising panel, etc.) after a team has played it with the 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> hit on its own side, the hand signal is ball touched.
  - 11.4. If after an attack hit the ball is smashed into the top of the net and after that it lands out on the attacker's side without touching the opponent's block, the hand signal is out, but immediately after this the attacking player must be indicated (so that everybody understands that the ball was not touched by the blockers). If, in the same case, the ball touches the block and afterwards flies out on the attacker's side, the hand signal is ball out and the 1<sup>st</sup> referee should indicate the blocker(s).
  - 11.5. If the ball is spiked and becomes out on the opponent side, because it hits or is contacted by the coach within the free zone or another person not in play the hand/flag signal is out.
12. Where an attack hit is completed when the ball is coming from an overhand finger pass (setting action) by the Libero in their front zone, the 1<sup>st</sup> referee must use the hand signal no. 21 (attack hit fault) and point at the Libero.
13. The line judge's flag signals are also very important from the point of view of the participants and public. The 1<sup>st</sup> referee must check the line judge's flag signals; if they are not properly done, the 1<sup>st</sup> referee may correct them. During high level international matches, where the speed of the attacks could be 60 -80 km/hour, it is very important that the line judges concentrate on the movement of the ball, especially attack balls touching the block before going out.
14. If the ball does not pass the vertical plane of the net after the third hit of the team, then:
  - 14.1. If the same player who plays the last ball touches the ball again, the hand signal is double hit.
  - 14.2. If another player touches the ball, the hand signal is four hits.



## Section 3 – Procedures

### Match Management: Referees' Procedures

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The following information may be subject to modification depending on the competition and any mitigation actions necessary for participant safety.

1. Before the Match:
  - 1.1. The officials must be present in their referee uniforms at least 60 minutes before the scheduled starting time of each match.
  - 1.2. The 1<sup>st</sup>, 2<sup>nd</sup>, Challenge, and Reserve referees as well as the scorers and line judges should submit themselves to the alcohol test (if it will be applied).
  - 1.3. If the 1<sup>st</sup> referee has not arrived in due time, the 2<sup>nd</sup> referee should begin the procedures of the match, after requesting authorization from the WPV Technical Delegate/Jury Member.
  - 1.4. If the 1<sup>st</sup> referee fails to arrive or has not successfully passed the alcohol test or is not able to conduct the match for any medical reason, the 2<sup>nd</sup> referee should conduct the match as 1<sup>st</sup> referee and the Reserve referee takes the place of the 2<sup>nd</sup> referee. In the case that there is no Reserve referee, the organizer together with the acting 1<sup>st</sup> referee have to decide who is to act as 2<sup>nd</sup> referee.
2. During the Match:
  - 2.1. At the service, the 2<sup>nd</sup> referee must be on the receiving team's side. After the service they can move along the sideline from the center line to the attack line (maximum). During the attack, their position should be on the side of the blocking team. During the match, they must continuously change position.
  - 2.2. The 1<sup>st</sup> referee keeps in sight the volley of the ball and its contact with player(s) or equipment and objects. Consequently, they first check the regularity of the ball touch. During the attack hit, they look directly to the attacker and the ball and can just see out of the corner of their eyes the probable direction of the ball. If the ball is hit at the net, they must look in the direction of the vertical plane of the net.
  - 2.3. When the 2<sup>nd</sup> referee calls (whistles) a positional fault on the receiving team, they must indicate the positional fault with the official hand signal and point out the player or players at fault. The 2<sup>nd</sup> referee can assist the match flow by showing the game captain, if necessary, the actual player positions of their team in the line-up sheet or the tablet.
  - 2.4. According to the rules of the game, the first fault to occur must be penalized. The fact that the 1<sup>st</sup> and 2<sup>nd</sup> referees have different areas of responsibility makes it very important that each referee whistles the fault immediately. On the whistle of one of the referees, the rally ends. After a whistle by the 1<sup>st</sup> referee, the 2<sup>nd</sup> referee has no further right to blow their whistle because the rally ends with the 1<sup>st</sup> whistle of the referees. If the referees blow their whistles one after the other for different faults, they cause confusion for the players, public, etc.
  - 2.5. Replay



During World ParaVolley, World, and Official competitions (including Zonal Championships), the host broadcaster can ask for a 'replay delay'. The necessary installation is an electrical lamp, fixed on the post in front of the 1<sup>st</sup> referee, linked to the host broadcaster representative, who gives a signal by illuminating the lamp for a slight delay of time, for an instant replay of a previous action.

However, there are some extremely spectacular plays which the TV may wish to replay several times, so that it is recommended that 1<sup>st</sup> referees are not too quick in restarting the match, in these cases. The referees have a duty to allow the sport presentation to celebrate the excellence of the play. To avoid the case, when the whistle for the next service is already done, but the replay is still going on, it is recommended for the 1<sup>st</sup> referee to check the situation on the giant screen (if used) installed in the hall.

## 2.6. Intervals

### ***For normal (3 minute) intervals between sets 1 through 4:***

TEAMS: At the direction of the 1<sup>st</sup> referee, the teams change courts (each team as one unit); as the players pass the net poles, they go directly to their team bench.

SCORER: At the moment the referee blows the whistle ending the last rally of the set, the scorer must start the timer to time the set interval.

### **2'30": The 2<sup>nd</sup> referee blows the whistle, or the scorer sounds the buzzer.**

TEAMS: At the direction of the 2<sup>nd</sup> referee, the six players registered on the line-up sheet go directly onto the playing court.

REFEREES: The 2<sup>nd</sup> referee will check the players' positions, then authorizes the acting Libero to enter the court.

### **3'00": The 1<sup>st</sup> referee whistles for service.**

### ***Interval before the deciding set:***

TEAMS: At the end of the set before the deciding set, at the direction of the 1<sup>st</sup> referee, the teams go directly to their team bench.

CAPTAINS: Report to the scorer's table for the toss.

REFEREES: Report to the scorer's table to conduct the toss.

### **2'30": The 2<sup>nd</sup> referee blows the whistle, or the scorer sounds the buzzer.**

TEAMS: At the direction of the 2<sup>nd</sup> referee, the six players registered on the line-up sheet go directly onto the playing court.

REFEREES: The 2<sup>nd</sup> referee will check the players' positions, then authorizes the acting Libero to enter the court. The 2<sup>nd</sup> referee then gives a match ball to the server and raises two hands when facing the 1<sup>st</sup> referee to signal that everything is ready to start the deciding set.

### **3'00": The 1<sup>st</sup> referee whistles for service.**

### ***When the leading team reaches the 8<sup>th</sup> point in the deciding set:***



TEAMS: At the end of the rally, at the 1<sup>st</sup> referee's signal, the six players of each team (as one unit) change courts without delay. As the players pass the net poles, they go straight to the playing court.

REFEREES: The 2<sup>nd</sup> referee checks that the teams are in their correct rotation order and positions, and that the scorer is ready, then signals to the 1<sup>st</sup> referee that everything is ready for continuation of the set.

During time outs and intervals, the 2<sup>nd</sup> referee instructs the players to move close to their bench.

### 3. After the Match:

The two referees stand in front of the referee's stand. The 1<sup>st</sup> referee blows their whistle, the two teams either wave to each other from the base lines, or come along the side lines to the referees, shake the hands of the referees, then walking along the net, shake hands with the opponents and return to their benches. The 1<sup>st</sup> and 2<sup>nd</sup> referees go along the net to the scorers' table, check the scoresheet, sign it, and thank the scorers and line judges for their work.

With this complete, the referees' work is not finished! They must check the sportsmanlike behavior of the teams, even after the whistle for the end of the match! As long as the teams stay in the control area, all unsportsmanlike behavior after the match must be checked and reported to the WPV Technical Delegate/Jury Member and written in the scoresheet under Remarks or in a separate report.

## International Playing Protocols

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For World ParaVolley, World and Official Competitions (including Zonal Championships), the playing protocol will be organized by a special Sports Presentation team. The Playing Protocol may vary for different competitions. Therefore, it is strongly recommended for the referees to study them carefully before the respective event and follow them on the matches.

For events where this is not envisaged, the following are the regular International Playing Protocols. Three alternatives are offered depending on if the teams' warm-up before the match takes place in a proper warm-up hall, with balls and nets (Alternative A) or not (Alternative B) or if there is more than one match being played in the same hall at the same time (Alternative C).

- Alternative A: For International competitions at which teams have at least 40 minutes to warm-up before the start of the match, in a warm-up hall with a net in the same building as the match.
- Alternative B: For International competitions at which the organizer cannot ensure teams' separate warm-up halls before the match, in the same building as the match.
- Alternative C: For International competitions at which more than one match takes place in the same hall at the same time.



## Alternative A

Time	Description	Referees' Action	Teams' Action
> 17 min before the start	Time for entertainment	<ul style="list-style-type: none"> <li>Referees check the substitution paddles and all the necessary equipment for the match (scoresheet, buzzers, Libero bibs, etc.) including the reserve equipment</li> </ul>	<ul style="list-style-type: none"> <li>Teams warm-up with balls in the warm-up hall</li> <li>Teams cannot enter the playing area before the start of the official protocol</li> </ul>
17 min before the start	Time for entertainment	<ul style="list-style-type: none"> <li>1<sup>st</sup> and 2<sup>nd</sup> referees check the height of the net</li> </ul>	<ul style="list-style-type: none"> <li>Both teams are requested to enter the playing area</li> <li>Teams wear the official playing uniforms</li> </ul>
16 min before the start	Toss to choose service and court	<ul style="list-style-type: none"> <li>After presentation of the court assistants, the 1<sup>st</sup> referee carries out the coin toss with the 2<sup>nd</sup> referee and team captains in front of the scorer's table, and ensure that the scorer is informed of the result of the toss</li> </ul>	<ul style="list-style-type: none"> <li>After the toss, team captains and coaches sign the scoresheet</li> <li>Before the coach signs, they must identify the starting Libero if there are two Liberos on the team roster</li> </ul>
14 min before the start	National anthems	<ul style="list-style-type: none"> <li>The referees and line judges stand on the sideline (1<sup>st</sup> referee and 2 line judges on Team A side, 2<sup>nd</sup> referee and 2 line judges on Team B side) in front of the scorer's table and enter to the middle of the court, then face the scorer's table</li> </ul>	<ul style="list-style-type: none"> <li>Teams stand on the sideline in front of the scorer's table and enter the middle of the court – first the team captain, then the acting Libero, the players, and the second Libero, then face the scorer's table</li> <li>National flag/panel holders (if provided) enter the court; the one closest to the scorer's table will stay at the corner of the sideline and attack line</li> <li>During the respective national anthem, flag holders raise the flag in a 45 degree angle</li> </ul>
11 min before the start	Shake hands	<ul style="list-style-type: none"> <li>The 1<sup>st</sup> referee blows the whistle immediately at the end of the anthems</li> <li>After the handshake, the referees and line judges go to the scorer's table</li> </ul>	<ul style="list-style-type: none"> <li>After the anthems, the teams shake hands, and the National flags/panel holder march out, carrying the flags/panels</li> <li>After the handshake, the teams go to their benches and prepare for the presentation</li> </ul>



Time	Description	Referees' Action	Teams' Action
10 min before the start	Official warm-up at the net Line-up sheets for the first set	<ul style="list-style-type: none"> <li>The 1<sup>st</sup> referee whistles to announce the start of the official warm-up at the net (6 minutes)</li> <li>The 2<sup>nd</sup> referee must ensure that the coach or assistant coach of each team submits their line-up for the first set</li> <li>The 2<sup>nd</sup> referee gives the original line-up to the scorer and copies to the match Jury Member</li> <li>The match Jury Member is the only one entitled to transmit the line-up sheets to the host TV broadcaster and the VIS runner</li> <li>During the official warm-up, the referees check the game balls and give any necessary instructions to the line judges, scorers, and court assistants</li> </ul>	<ul style="list-style-type: none"> <li>The teams start to warm-up at the net (6 minutes)</li> <li>Teams wear the official playing uniform for the warm-up</li> </ul>
4 min before the start	End of the official warm-up at the net Moppers enter the court to wipe the floor	<ul style="list-style-type: none"> <li>The 1<sup>st</sup> referee whistles to announce the end of the official warm-up and both referees ask the match Jury Member permission to start the match</li> </ul>	<ul style="list-style-type: none"> <li>Players return to the benches at the end of the warm-up</li> </ul>
3 min before the start	First fanfare Presentation of the referees	<ul style="list-style-type: none"> <li>Both referees, accompanied by the fanfare, walk to the middle of the court close to the net, then face the scorer's table and are introduced by the announcer</li> <li>After being introduced, the referees shake hands and go to their respective positions</li> </ul>	<ul style="list-style-type: none"> <li>Team officials, 6 starting players and the acting Libero sit on the bench, while the other players either stay close to the bench or in the warm-up area</li> </ul>
2 min 30 sec before the start	Second fanfare Presentation of the starting players, the acting Libero, and the coach		<ul style="list-style-type: none"> <li>At the announcement of their name, each starting player and the acting Libero of Team A enter the court, then presentation of Team A coach</li> <li>Process repeated for Team B</li> <li>The reserve players will be presented as they enter the match as substitutes</li> </ul>



Time	Description	Referees' Action	Teams' Action
Just after presentation of the starting players and coach	Just after the presentation of the starting players and coach	<ul style="list-style-type: none"><li>• The 2<sup>nd</sup> referee distributes four match balls to the ball retrievers and checks the players' positions, comparing them to those on their respective line-up sheet</li><li>• 2<sup>nd</sup> referee then authorizes the active Libero to enter the court</li><li>• 2<sup>nd</sup> referee then asks the scorer if they have also finished checking and is ready to start</li><li>• 2<sup>nd</sup> referee then gives a match ball to the server and raises two hands when facing the 1<sup>st</sup> referee to signal that everything is ready to start the match</li></ul>	
0 min to start	Match start	<ul style="list-style-type: none"><li>• The 1<sup>st</sup> referee blows the whistle authorizing the first service</li></ul>	

### Alternative B

Time	Description	Referees' Action	Teams' Action
> 30 min before the start	Time for entertainment	<ul style="list-style-type: none"> <li>Referees check the substitution paddles and all the necessary equipment for the match (scoresheet, buzzers, Libero bibs, etc.) including the reserve equipment</li> </ul>	<ul style="list-style-type: none"> <li>Teams warm-up with balls in the warm-up hall</li> <li>Teams cannot enter the playing area before the start of the official protocol</li> </ul>
30 min before the start	Time for entertainment	<ul style="list-style-type: none"> <li>1<sup>st</sup> and 2<sup>nd</sup> referees check the height of the net</li> </ul>	<ul style="list-style-type: none"> <li>Both teams are requested to enter the playing area</li> <li>Teams warm-up on the court with balls but not at the net</li> <li>Teams wear the official playing uniforms</li> </ul>
20 min before the start	Toss to choose service and court	<ul style="list-style-type: none"> <li>After presentation of the court assistants, the 1<sup>st</sup> referee carries out the coin toss with the 2<sup>nd</sup> referee and team captains in front of the scorer's table, and ensure that the scorer is informed of the result of the toss</li> </ul>	<ul style="list-style-type: none"> <li>After the toss, team captains and coaches sign the scoresheet</li> <li>Before the coach signs, they must identify the starting Libero if there are two Liberos on the team roster</li> </ul>
18 min before the start	National anthems	<ul style="list-style-type: none"> <li>The referees and line judges stand on the sideline (1<sup>st</sup> referee and 2 line judges on Team A side, 2<sup>nd</sup> referee and 2 line judges on Team B side) in front of the scorer's table and enter to the middle of the court, then face the scorer's table</li> </ul>	<ul style="list-style-type: none"> <li>Teams stand on the sideline in front of the scorer's table and enter the middle of the court – first the team captain, then the acting Libero, the players, and the second Libero, then face the scorer's table</li> <li>National flag/panel holders (if provided) enter the court; the one closest to the scorer's table will stay at the corner of the sideline and attack line</li> <li>During the respective national anthem, flag holders raise the flag in a 45 degree angle</li> </ul>
15 min before the start	Shake hands	<ul style="list-style-type: none"> <li>The 1<sup>st</sup> referee blows the whistle immediately at the end of the anthems</li> <li>After the handshake, the referees and line judges go to the scorer's table</li> </ul>	<ul style="list-style-type: none"> <li>After the anthems, the teams shake hands, and the National flags/panel holder march out, carrying the flags/panels</li> <li>After the handshake, the teams go to their benches and prepare for the presentation</li> </ul>



Time	Description	Referees' Action	Teams' Action
14 min before the start	Official warm-up at the net Line-up sheets for the first set	<ul style="list-style-type: none"> <li>The 1<sup>st</sup> referee whistles to announce the start of the official warm-up at the net (10 minutes)</li> <li>The 2<sup>nd</sup> referee must ensure that the coach or assistant coach of each team submits their line-up for the first set</li> <li>The 2<sup>nd</sup> referee gives the original line-up to the scorer and copies to the match Jury Member</li> <li>The match Jury Member is the only one entitled to transmit the line-up sheets to the host TV broadcaster and the VIS runner</li> <li>During the official warm-up, the referees check the game balls and give any necessary instructions to the line judges, scorers, and court assistants</li> </ul>	<ul style="list-style-type: none"> <li>The teams start to warm-up at the net (10 minutes)</li> <li>Teams wear the official playing uniform for the warm-up</li> </ul>
4 min before the start	End of the official warm-up at the net Moppers enter the court to wipe the floor	<ul style="list-style-type: none"> <li>The 1<sup>st</sup> referee whistles to announce the end of the official warm-up and both referees ask the match Jury Member permission to start the match</li> </ul>	<ul style="list-style-type: none"> <li>Players return to the benches at the end of the warm-up</li> </ul>
3 min before the start	First fanfare Presentation of the referees	<ul style="list-style-type: none"> <li>Both referees, accompanied by the fanfare, walk to the middle of the court close to the net, then face the scorer's table and are introduced by the announcer</li> <li>After being introduced, the referees shake hands and go to their respective positions</li> </ul>	<ul style="list-style-type: none"> <li>Team officials, 6 starting players and the acting Libero sit on the bench, while the other players either stay close to the bench or in the warm-up area</li> </ul>
2 min 30 sec before the start	Second fanfare Presentation of the starting players, the acting Libero, and the coach		<ul style="list-style-type: none"> <li>At the announcement of their name, each starting player and the acting Libero of Team A enter the court, then presentation of Team A coach</li> <li>Process repeated for Team B</li> <li>The reserve players will be presented as they enter the match as substitutes</li> </ul>



Time	Description	Referees' Action	Teams' Action
Just after presentation of the starting players and coach	Just after the presentation of the starting players and coach	<ul style="list-style-type: none"><li>• The 2<sup>nd</sup> referee distributes four match balls to the ball retrievers and checks the players' positions, comparing them to those on their respective line-up sheet</li><li>• 2<sup>nd</sup> referee then authorizes the active Libero to enter the court</li><li>• 2<sup>nd</sup> referee then asks the scorer if they have also finished checking and is ready to start</li><li>• 2<sup>nd</sup> referee then gives a match ball to the server and raises two hands when facing the 1<sup>st</sup> referee to signal that everything is ready to start the match</li></ul>	
0 min to start	Match start	<ul style="list-style-type: none"><li>• The 1<sup>st</sup> referee blows the whistle authorizing the first service</li></ul>	



### Alternative C

Time	Description	Referees' Action	Teams' Action
> 31 min before the start	Time for entertainment	<ul style="list-style-type: none"> <li>Referees check the substitution paddles and all the necessary equipment for the match (scoresheet, buzzers, Libero bibs, etc.) including the reserve equipment</li> </ul>	<ul style="list-style-type: none"> <li>Teams warm-up with balls in the warm-up hall</li> <li>Teams cannot enter the playing area before the start of the official protocol</li> </ul>
31 min before the start	Time for entertainment	<ul style="list-style-type: none"> <li>1<sup>st</sup> and 2<sup>nd</sup> referees check the height of the net</li> </ul>	<ul style="list-style-type: none"> <li>Both teams are requested to enter the playing area</li> <li>Teams wear the official playing uniforms</li> </ul>
30 min before the start	Warm-up		<ul style="list-style-type: none"> <li>Teams warm-up on the court with balls but not at the net</li> </ul>
15 min before the start	Toss to choose service and court	<ul style="list-style-type: none"> <li>After presentation of the court assistants, the 1<sup>st</sup> referee carries out the coin toss with the 2<sup>nd</sup> referee and team captains in front of the scorer's table, and ensure that the scorer is informed of the result of the toss</li> </ul>	<ul style="list-style-type: none"> <li>After the toss, team captains and coaches sign the scoresheet</li> <li>Before the coach signs, they must identify the starting Libero if there are two Libereros on the team roster</li> </ul>
14 min before the start	Official warm-up at the net Line-up sheets for the first set	<ul style="list-style-type: none"> <li>The 1<sup>st</sup> referee whistles to announce the start of the official warm-up at the net (10 minutes)</li> <li>The 2<sup>nd</sup> referee must ensure that the coach or assistant coach of each team submits their line-up for the first set</li> <li>The 2<sup>nd</sup> referee gives the original line-up to the scorer and copies to the match Jury Member</li> <li>The match Jury Member is the only one entitled to transmit the line-up sheets to the host TV broadcaster and the VIS runner</li> <li>During the official warm-up, the referees check the game balls and give any necessary instructions to the line judges, scorers, and court assistants</li> </ul>	<ul style="list-style-type: none"> <li>The teams start to warm-up at the net (10 minutes)</li> <li>Teams wear the official playing uniform for the warm-up</li> </ul>

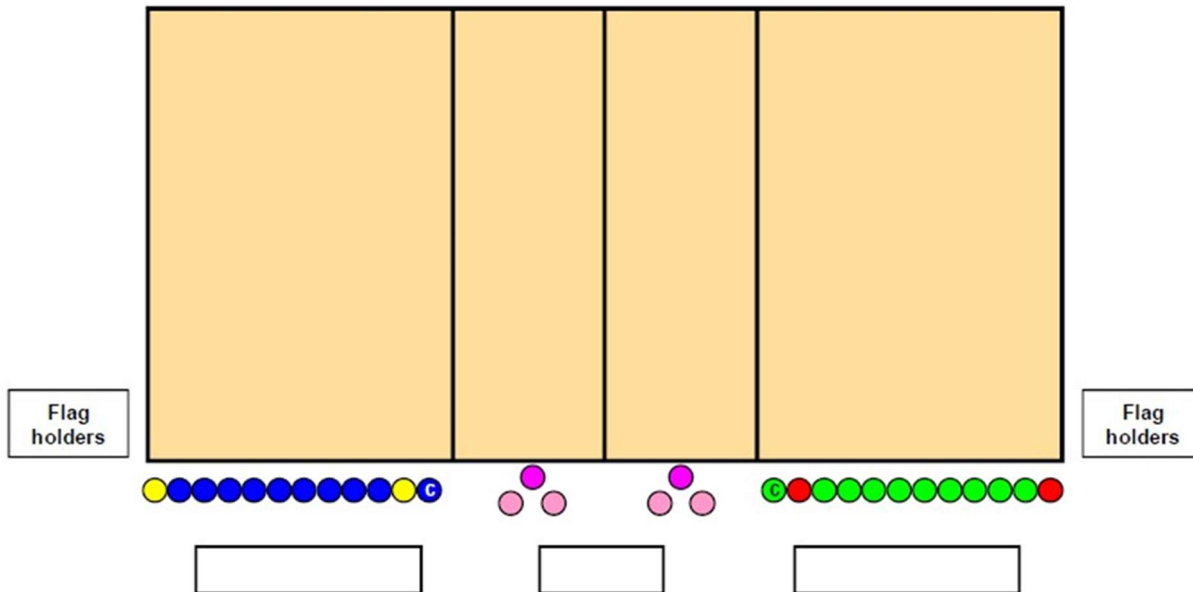


Time	Description	Referees' Action	Teams' Action
4 min before the start	End of the official warm-up at the net Moppers enter the court to wipe the floor	<ul style="list-style-type: none"> <li>The 1<sup>st</sup> referee whistles to announce the end of the official warm-up and both referees ask the match Jury Member permission to start the match</li> </ul>	<ul style="list-style-type: none"> <li>Players return to the benches at the end of the warm-up</li> </ul>
3 min before the start	Presentation of the team captains and coaches for each court Presentation of the referees for each court	<ul style="list-style-type: none"> <li>The referees and line judges stand on the sideline (1<sup>st</sup> referee and 2 line judges on Team A side, 2<sup>nd</sup> referee and 2 line judges on Team B side) in front of the scorer's table and enter to the middle of the court, then face the scorer's table</li> </ul>	<ul style="list-style-type: none"> <li>Teams stand on the sideline in front of the scorer's table and enter the middle of the court – first the team captain, then the acting Libero, the players, and the second Libero, then face the scorer's table</li> </ul>
2 min before the start	Shake hands	<ul style="list-style-type: none"> <li>After the presentation, the 1<sup>st</sup> referee blows the whistle as a signal for the teams to shake hands</li> <li>After the handshake, the referees and line judges go to the scorer's table</li> </ul>	<ul style="list-style-type: none"> <li>The players shake hands immediately after the 1<sup>st</sup> referee blows the whistle</li> <li>After the handshake, the teams go to their benches</li> </ul>
1 min before the start		<ul style="list-style-type: none"> <li>The 2<sup>nd</sup> referee distributes four match balls to the ball retrievers and checks the players' positions, comparing them to those on their respective line-up sheet</li> <li>2<sup>nd</sup> referee then authorizes the active Libero to enter the court</li> <li>2<sup>nd</sup> referee then asks the scorer if they have also finished checking and is ready to start</li> <li>2<sup>nd</sup> referee then gives a match ball to the server and raises two hands when facing the 1<sup>st</sup> referee to signal that everything is ready to start the match</li> </ul>	
0 min to start	Match start	<ul style="list-style-type: none"> <li>The 1<sup>st</sup> referee blows the whistle authorizing the first service</li> </ul>	

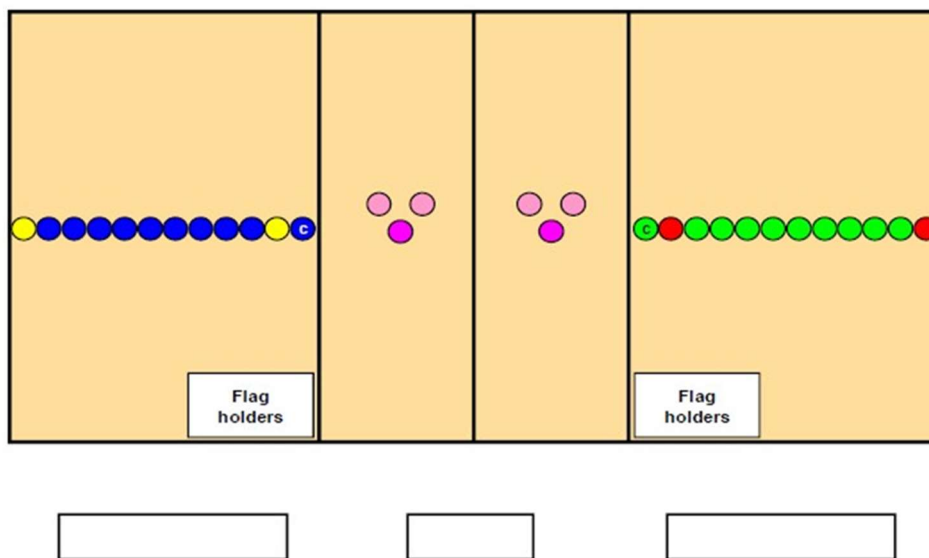
**Note:** All matches will begin according to the published schedule. However, if the preceding match takes longer than scheduled, the official protocol will begin only after the court has been cleared and the administration of the previous match has been completed. The referees will communicate the

starting time to both team coaches, after consulting with the Technical Delegate/Jury Member and the Referee Delegate/Observer.

**Teams and Referees during the Protocol (Step 1)**



**Teams and Referees during the Protocol (Step 2)**



## Floor Mopping

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1. The main purpose of floor mopping is to secure the players' safety and the normal flow of the match and to avoid players having to wipe the floor themselves. Only the quick moppers are responsible for keeping the court clean and to mop the eventual wet spots.
  - 1.1. Floor moppers and equipment:
    - 1.1.1. Two moppers per court x 2 courts = 4 moppers in total
    - 1.1.2. Eight absorbent towels (minimum size 40 x 40 cm, maximum size 40 x 80 cm)
  - 1.2. Location of the moppers:
    - 1.2.1. Two quick moppers per playing court (4 in total). One sitting on a small chair beside each side of the scoring table and one sitting on a small chair behind each end side of the team benches (or in the place indicated in the FOP layout).
  - 1.3. To ensure match continuity and stop delay tactics, WPV has made the following decisions regarding how the playing court is mopped:
    - 1.3.1. During ball out of play (between rallies) in the match, if necessary:
      - Whenever a quick mopper sees a wet spot on the court, they wait for the end of the rally. Immediately after the referee blows their whistle, the mopper must rush out to the wet spot. If there is more than one wet spot for a given mopper, the highest priority is given to spots within the front zone. Spots in the back court or out of the court have second priority.
      - Immediately after quick mopping, the mopper(s) must return to their respective positions.
      - The amount of time for wiping a spot must be no more than 7 seconds between the moment the rally ends with the referee's whistle and the 1<sup>st</sup> referee's whistle for the next service. No delay of game must be caused by 'slow work' of the moppers.
      - The referees are not involved in the moppers' operation. However, the 1<sup>st</sup> referee has the authority to regulate the moppers' operation in case the game is disturbed by the moppers(s) or if they do not do their work properly.
      - In case of a dangerous wet spot especially on the court, the players and coaches have the right to request the moppers to wipe it. However, to call the moppers onto the court or to the free zone without a reason should be considered as an intentional delay and be sanctioned. Should a team impede the resumption of the game following a time out under the pretext of excessive wetness on the floor in front of their team bench, the 1<sup>st</sup> referee may issue a delay sanction. Quick mopper towels should not be used to remove such spots as the liquid may contain isotonic salts or sugars which would be transferred to the court surface.
    - 1.3.2. Some International Competitions may be played with a different mopping system. See the Playbook for each event to determine what system will operate.



- 1.4. If players, at their own risk, mop the floor with their own small towel the 1<sup>st</sup> referee will not wait until mopping is completed and players are in their playing positions. Should they not be in their correct position at the moment of the service hit, the corresponding referee will whistle the positional fault.

## Working Program

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1. Arrival before the tournament  
The referees must reach the host city of the competition as indicated in their nomination. They must take their official uniforms with them in cabin hand luggage.
2. Workshops  
Theoretical and practical refereeing workshops will take place before the start of the competition. The practical workshop will be attended by the referees, scorers, line judges, moppers, ball retrievers, and announcer.
3. Comments on refereeing  
Referees will normally receive oral feedback after their matches from the Referee Coach. Where possible, referees should also self-evaluate where they did well and where they could improve. Referees will also receive a copy of the written evaluation form. In addition, there will be referee meetings with the Referee Delegate and Referee Coaches on general or important topics that have been raised. The refereeing of the previous matches will be analyzed and both errors and successful performance discussed to unify the technical quality of refereeing at the highest level.
4. Nominations  
Nominations to the matches will be sent to the referees (1<sup>st</sup>, 2<sup>nd</sup>, Reserve, Challenge). This will normally happen in the evening preceding the matches.
5. Alcohol Testing  
The referees (1<sup>st</sup>, 2<sup>nd</sup>, Reserve, Challenge), scorers, and line judges should be present for the alcohol test 45 minutes prior to the start of their assigned match. The alcohol test will be performed by the appropriate party in the presence of the match Jury Member/Referee Coach.
6. Behavior  
The World ParaVolley Referee Commission has confidence in each referee assigned to the different competitions. The referees responsible for the management of the matches during the competition must show exemplary conduct throughout the competition, from their arrival until their departure in accordance with the World ParaVolley Referee Code of Conduct. They are to respect the timetable of all activities, which have been fixed by the Referee Delegate, and maintain the image of the referees inside and outside of the sport hall. Depending on the conduct, the Referee Delegate is duly empowered to suspend and even disqualify any member of the refereeing team whose conduct is not at the standard expected from them.

## Judges' Conference

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1. During official International competitions, a Judges' Conference can be held at the request of the match Jury Member.



2. Aim:

The Judges' Conference holds official World ParaVolley authority to solve problems occurring during the match to re-establish the situation in accordance with the World ParaVolley rules and regulations.

3. Procedure:

3.1. Appeals to a Judges' Conference

A coach or a Jury Member can refer a case to the match Jury Member at any moment of a match as soon as they notice an improper situation or a decision not in accordance with the rules or regulations. Such cases must refer to:

- An improper decision by the referee who did not apply the rules or did not assume the consequences of their decision.
- An improper decision by the scorer who made a mistake on the rotational order or on the score.

Improper cases:

- A referee's decision that sanctions a playing action or misconduct cannot be considered as a proper case.
- The coach who submits an improper case will be sanctioned by a penalty. In case of repetition, the coach will be disqualified.

3.2. Agreement of the complaint

The match Jury Member examines the complaint and, if they believe the complaint may be valid, convenes the Judges' Conference.

3.3. Composition

- a) In the case of a complaint concerning a referee's decision, the match Jury Member asks the Referee Coach and the 1<sup>st</sup> referee to attend the conference.
- b) In the case of a complaint concerning a scorer's decision, the match Jury Member asks the Referee Coach to attend the conference and calls the scorer to make a report. The scorer is not a member of the Judges' Conference.
- c) No other person can participate in the Judges' Conference. However, the match Jury Member can collect all information from others as necessary.

3.4. Interruption of the game

As soon as the complaint is accepted by the match Jury Member, the game is interrupted.

- a) The 1<sup>st</sup> referee authorizes the teams to leave the playing court and go to their benches, but the teams are not allowed to leave the playing area.
- b) Examination of the complaint:
  - In the case of a complaint concerning a referee's decision, the match Jury Member listens to the referee who makes a report on the well-founded reasons for the decision concerning the application of the rules. According to the rules, the match Jury Member decides to:
    - Reject the complaint, or
    - Accept the complaint and the referee's decision is overruled.



- In the case of a complaint concerning a scorer's decision, the Judges' Conference takes the scoresheet and examines it to know the reason for the complaint. The match Jury Member can call the statistical evaluation supervisor (VIS), if one exists, who will give all information needed. The match Jury Member can request all information from officials and study video recordings. If the complaint is accepted, the scoresheet is corrected, and the score is modified if necessary.
- If the case is not covered in the rules, the match Jury Member makes the decision after listening to the other members.

### 3.5. To resume the game

The decision is communicated to the referees, scorer, coaches, captains, and announcer who informs the spectators. If the complaint has been rejected, the game is resumed after having applied the referee's decision or with the same positions and same score. If the complaint is accepted, the decision of the referee or the scorer is overruled. The game is resumed with the new positions or new score.

## Scoring Challenge Procedure

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1. For World ParaVolley, World and Official Competitions (including Zonal Championships), teams may request a challenge when they believe that the score on the scoreboard / e-scoresheet is incorrect.
2. Procedure:
  - 2.1. The Coach pushes the buzzer and requests a 'Scoring Challenge' by making the 'challenge signal' – the letter C with fingers and pointing to the scoreboard.
  - 2.2. If the challenge is lost, the team will receive a 'Delay' (Warning or Penalty if this is the second or further 'Delay' sanction) and will lose the possibility for any further 'Scoring Challenge' in that set.
  - 2.3. The Scoring Challenge can only be made during a break in play, not during a rally. If the Coach interrupts a rally to request a Scoring Challenge, they will be sanctioned with a loss of rally and a Delay, and the Scoring Challenge will not be accepted. The Coach will not be able to request a scoring challenge until the completion of the next rally.
  - 2.4. There may need to be consideration for comments to be added to the scoresheet and / or if Jury forms will need to be updated to track such requests.