

OFFICIAL RULES OF CACHIBOL

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Full version

MAMANET, Mothers' Cachibol League

The Rules are based on the Rules of the Volleyball Association of Israel
with changes and modifications for cachibol

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PART 1 – THE GAME

CHAPTER 1 - ACCESSORIES AND EQUIPMENT

1. PLAYING AREA

The playing area includes the court and its margins; it has to be rectangular and symmetric.

1.1 DIMENSIONS

- 1.1.1 The court is a rectangular measuring 9X18 meters, surrounded by margins whose width is 3 meter at least on every side.
- 1.1.2 The play space is the zone above the playing area which is free of any obstacle. The play space has to have clearance of at least 7 meter above the play area surface.

1.2 PLAYING SURFACE

- 1.2.1 The surface of the playing area must be level, horizontal and uniform. It must not present any danger of injury to the players. It is forbidden to play on surfaces that are rough or slippery.
- 1.2.2 The color of the playing area must be light.

1.3 LINES ON THE COURT

- 1.3.1 The width of all lines is 5 centimeter. They must be of a light color that is different from the color of the surface and of the color of other lines.
- 1.3.2 Boundary lines: Two sidelines and two endlines define the court. The side lines and the end lines are all included within the dimensions of the court.
- 1.3.3 Center line: The axis of the center line divides the court into two equal halves each measuring 9X9 meters. This line extends under the net from side line to side line.
- 1.3.4 Attack line: On each court, an attack line whose back end is drawn at 3 meters from the axis of the center line, marks the front court zone.

1.4 ZONES ON THE COURT

- 1.4.1 The front zone: the front zone of each court is situated between the axis of the centerline and the back end of the attack line. The front zone is considered as extending beyond the side lines, to the edge of the margins.
- 1.4.2 The service zone: The service zone is a 9 meters zone behind each end line. Laterally it is defined by two short lines (15 cm each, drawn at a distance of 20 cm) behind the end line and extending from the side lines. The two lines are part of the width of the service zone. In depth, the service zone extends to the edge of the margins.
- 1.4.3 Player substitution zone: The player substitution zone is defined by the imaginary extensions of the two attack lines and ending by the official scorer's table.
- 1.4.4 The Libero players' replacement zone: The Libero replacement zone is part of the margins by the teams' benches, limited by the extensions of the attack line and the end line.

2. THE NET AND POSTS

2.1 HEIGHT OF THE NET

- 2.1.1 The net is hung vertically over the center line and it is stretched, so that its top is at a height of 2.24 meters.
- 2.1.2 The height of the net is measured at the center of the court. The net height over the two side lines must be identical and not higher than 2 cm. over the legal height.

2.2 STRUCTURE OF THE NET

- 2.2.1 The net is 1.0 meters wide and 9.5 to 10 meters long (including 25-50 cm on each side of the side bands) and it is made of a black square mesh measuring 10X10 cm.
- 2.2.2 On its upper part there is a horizontal band 7 cm in width, made of white fabric, folded over each side of the net and sewn to its full length. At each extreme end of the band there is a hole through which a rope passes

and stretches the band over to the posts in order to keep the top of the net taut.

2.2.3 Inside the band there is a flexible cord whose purpose is to stretch the net over to the posts in order to keep the top of the net taut.

2.2.4 At the bottom of the net there is another horizontal band, 5 cm wide, similar to the upper band, through which a rope is threaded. This rope stretches the net to the posts and keeps its lower part taut.

2.3 SIDE BANDS

2.3.1 Two white bands are attached vertically to the net and are positioned above each of the side lines.

2.3.2 They are 5 cm wide and 1 meter long and are considered part of the net.

2.4 ANTENNAS

2.4.1 An antenna is a flexible rod, 1.8 meters long and 10 mm in diameter, made of fiberglass or a similar material.

2.4.2 Each antenna is fastened on the outer edge of each side band. The antennas are placed on opposing sides of the net.

2.4.3 The upper 80 cm of each antenna project above the net and are marked by stripes of 10 cm in contrasting colors, preferably red and white.

2.4.4 The antennas are considered part of the net and they laterally define the crossing space.

2.5 POSTS

2.5.1 The posts that support the net are placed at 0.5-1 meters beyond each side line. Their height is 2.55 meters and it is recommended that they be adjustable.

2.5.2 The posts are round and smooth and are fixed to the floor without wires. Any dangerous or obstructive devices must be avoided.

3. THE BALLS

3.1 STANDARDS

- 3.1.1 The ball has to be round (spherical), made of a flexible leather or synthetic leather case with a bladder inside made of rubber or a similar material.
- 3.1.2 Its color can be uniform and light, or a combination of colors.
- 3.1.3 Its circumference has to be between 65 and 67 cm and its weight between 260 and 280 gram.

3.2 UNIFORMITY OF THE BALLS

All the balls used in a specific game must be identical in circumference, weight, pressure, model, color etc.

CHAPTER 2 – THE PARTICIPANTS

4. THE TEAMS

4.1 TEAM COMPOSITION

- 4.1.1 A team may consist of no more than 14 players, 1 coach and 1 attendant (the assistant coach or another official in the team).
- 4.1.2 One of the players, but not the Libero player, is the team captain and has to be indicated on the score sheet.
- 4.1.3 All members of a team will be recorded on the official score sheet of Mamanet Israel League, which will be updated every now and then by the national professional committee. A player could be recorded only after presenting a player's card that was issued by the league management.
- 4.1.4 Only players recorded on the score sheet may enter the court and play in the game. From the moment the coach and team captain signed the score sheet, the players recorded on it cannot be changed.
- 4.1.5 A player who is late for the start of the game time and is listed on the score sheet, could not participate in the set she was late for. The player could participate in the next set, only after the referee confirms that she was listed in the form legally.
- 4.1.6 A team numbering less than 6 players will be declared incomplete and the game will not take place. The team will be charged with a technical loss.
- 4.1.7 When a team numbers 7 players at least, one of the players (but not the team captain) can be designated a Libero player, for the duration of the game.
- 4.1.8 When a team numbers 8 players at least, two players (but not the team captain) can be designated Libero players, for the duration of the game.

4.2 TEAM LOCATION

- 4.2.1 During the game the players not on court (the substitutes) and the attendant sit on the bench of their team or stand on the margins of the service zone.

4.2.2 The players who are not playing are permitted to warm up without balls as follows:

4.2.2.1 During the game, on the margins of the service zone.

4.2.2.2 During time-outs, in the margins behind the end line.

4.2.3 In the intervals between sets, the players are permitted to warm up with balls in the margin zone of their court.

4.3 THE EQUIPMENT

The player's equipment includes a shirt, shorts, socks and sport shoes.

4.3.1 The shirts and shorts must be uniform and have the same color (apart from Libero players) – for the whole team.

4.3.1.1 The game shirt must be intact, and not torn.

4.3.2 The shoes must be light and flexible with soles that do not leave marks, made of rubber or a composite and without heels.

4.3.3 The players' shirts must be numbered.

4.3.3.1 The number must be on the front of the shirt and in the center of the back of the shirt. The color and brightness of the numbers must contrast with the color and brightness of the shirts.

4.3.3.2 The number must be 15 cm high at least on the chest; and 20 cm high at least on the back. The stripe forming the digit shall be 2 cm in width.

4.3.3.3 On the shirt of the team captain there must be a stripe (sticker), placed on the front of the shirt under the number.

4.3.4 It is forbidden to wear uniforms that are different in color from that of the rest of the players (except the Libero player) and/or without numbers as required.

4.4 CHANGE OF EQUIPMENT

The first referee may permit one player or a number of players to:

4.4.1 Play barefoot.

- 4.4.2 Change wet or damaged uniforms between sets or after a player substitution, provided that the new uniform is of identical color, style and number.
- 4.4.3 To play wearing track suits when it's cold, provided they are of identical color and style for the whole team (except the Libero players) and are legally numbered.

4.5 FORBIDDEN OBJECTS

- 4.5.1 It's forbidden to wear any object that can cause injury (watch, necklace, earrings etc.) or could give a player artificial advantage.
- 4.5.2 Players can wear glasses or contact lenses, at their own risk.

5. TEAM MANAGEMENT

Both the team captain and the coach are responsible for the conduct and discipline of their team members. The Libero players cannot be team captains.

5.1 TEAM CAPTAIN

- 5.1.1 Before the game the team captain signs the score sheet and represents her team in the toss.
- 5.1.2 During the game and while she is on the court, the team captain serves as game captain. When the team captain is not on the court, the coach or the captain assign another player on the court, but not the Libero, to be game captain. The game captain will be responsible until she herself is substituted or the team captain returns to play, or the set comes to an end.

When the ball is out of play, only the game captain may turn to the referees in order to:

- 5.1.2.1 Ask for a **clarification** about the application or interpretation of the rules and to submit the requests or questions of her team-mates. If the team captain does not agree with the referee's explanation, she may decide to protest against the referee's ruling and has to indicate to the first referee immediately, that she reserves the right to record an official protest on the score sheet at the end of the game.

5.1.2.2 Ask permission to:

- a) Replace the equipment or part of it
- b) Verify the positions of teams' players
- c) Check the floor, the net, the ball etc.

5.1.2.3 In the absence of the coach, ask for time-outs and player substitutions.

5.1.3 At the end of the game, the team captain:

5.1.3.1 Thanks the referees and signs the score sheet, to ratify the game result.

5.1.3.2 If at due time she has informed the referee, she can record on the score sheet an official protest regarding the application or interpretation of the rules.

5.2 THE COACH

5.2.1 Over the course of the game the coach conducts the game of his team from his position outside the court. He chooses the starting line-up and the substitutes and takes time-outs.

5.2.2 Prior to the game the coach records or checks on the score sheets the names and numbers of his players and then he signs it.

5.2.3 During the game, the coach:

5.2.3.1 Before each set gives the official scorer the line-up sheet of his team, duly filled in and signed by him.

5.2.3.2 Sits on his team's bench, nearest to the official scorer, but may leave the bench.

5.2.3.3 Asks for time-outs and substitutions.

5.2.3.4 Asks permission to check the positions of the teams' players.

5.2.3.5 May, as the rest of the team, give instructions to the players on court. The coach is permitted to give these instructions while standing or walking in the margins in front of the bench of his team, from the extension of the attack line to the extension of the end line, without obstructing or delaying the game.

5.3 THE ATTENDANT (ASSISTANT COACH)

- 5.3.1 The attendant sits on the team bench but has no right to intervene in the game.
- 5.3.2 If the coach has to leave his team for any reason, including sanction, the attendant, at the request of the game captain and after authorization from the first referee, may assume the roles of the coach for the duration of the coach's absence.

CHAPTER 3 – PLAYING FORMAT

6. SCORING A POINT; A SET; A GAME

6.1 SCORING A POINT

6.1.1 A point

A team scores a point:

6.1.1.1 By successfully grounding the ball on the opponent's court;

6.1.1.2 When the opponent team commits a fault.

6.1.1.3 When the opponent team is penalized.

6.1.2 fault:

A team commits a fault by making a playing action contrary to the rules (or by violating them in some other way.) The referees judge the faults and determine the consequences according to the rules:

6.1.2.1 If two faults or more are committed successively, only the first one counts.

6.1.2.2 If opponent players commit two faults or more simultaneously, it is considered a "bilateral fault" and the rally is replayed.

6.1.3 Rally and completed rally:

A rally is a sequence of playing actions from the moment of the service throw by the server until the ball is out of play. A completed rally is a sequence of playing actions which results in the awarding of a point.

6.1.3.1 If the serving team wins a rally it scores a point and continues to serve.

6.1.3.2 If the receiving team wins a rally it scores a point and the right to serve next.

6.1.3.3

6.2 WINNING A SET

A team that is first to score 21 points with a minimum lead of 2 points wins the set (other than the deciding set). In case of a tie, 20:20, the play continues until a 2 point lead is achieved (20:22, 21:23, 22:24...)

6.3 WINNING A GAME

6.3.1 The team that wins 2 sets wins the game.

6.3.2 In case of a tie in the entitled sets, a deciding set is played to 15 points with a minimum lead of 2 points.

6.4 DEFAULT; INCOMPLETE TEAM

6.4.1 A team that refuses to play at the fixed time for the game after being called to do so is recorded as a default and technically loses the game with a result of 21:0 in each set.

6.4.2 A team that without justifiable reason does not show up on time for a game is recorded as a default with the same result as in Rule 6.4.1.

6.4.3 A team that numbers less than 6 players will be declared incomplete and the game will not take place. The team is recorded as a default with the same result as in Rule 6.4.1.

6.4.4 A team that is declared incomplete for a set or a game loses the set or the game respectively. The opponent team is awarded the points it needs to win the set or the points and sets it needs to win the game respectively. The incomplete team keeps its points and sets.

7. STRUCTURE OF PLAY

7.1 THE TOSS

Before the game the first referee performs a toss to decide upon the first service and the sides of the court for the first set.

If there is a need for a deciding set, a new toss will be performed.

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

7.1.2 The winner in the toss chooses either:

7.1.2.1 The right to serve or to receive the service or...

7.1.2.2 One side of the court.

The loser in the toss takes the remaining choice.

7.2 THE OFFICIAL WARMUP

7.2.1 The teams are permitted a 15 minute warmup.

7.2.2 The toss will be performed 10 minutes before the start of the game and when it has finished the teams will proceed to warm up over the net. Each team will receive half of the court, on each side of the net, to warm-up over the net.

7.3 TEAM STARTING LINE-UP

7.3.1 At any time, each team must have 6 players in play. The starting line-up of the team indicates the order of servers on the court. This order must be maintained throughout the set.

7.3.2 Before the start of each set the coach has to present the starting line-up of his team on a line-up sheet. The sheet is submitted to the official scorer duly filled in and signed.

7.3.3 The players not included in the starting line-up of a certain set are the substitutes for that set (except Libero players).

7.3.4 Once the line-up sheet has been delivered to the hands of the official scorer (or the recording of the starting line-up has finished), no more changes to the line-up can be authorized without the act of a regular substitution.

7.3.4.1 Discrepancies between players' positions on court and on the line-up sheet will be dealt with as follows:

7.3.4.2 When such discrepancy is discovered prior to the start of a set, players' positions must be rectified according to those on the line-up sheet. This will be done without sanction.

7.3.4.3 When prior to the start of a set a player is discovered on court that is not listed on the line-up sheet, this player has to be replaced to conform to the line-up sheet. This will be done without sanction.

7.3.4.4 However, if the coach wishes to leave on court a player who is not thus listed, he has to request a regular player substitution which will be recorded on the score sheet.

If such discrepancy is discovered later, the team at fault must revert to the correct positions. The opponent team scores a point and the next service.

7.4 POSITIONING

The moment a ball is thrown by the server, each team has to position itself in its own court in the order of servers (except for the server).

7.4.1 The players' positions are numbered as follows:

7.4.1.1 The three players along the net are the front-row players and occupy positions IV (front-left), III (front-center) and II (front-right).

7.4.1.2 The three other players are back-row players occupying positions V (back-left) VI (back-center) and I (back-right).

7.4.2 Relative positioning between players:

7.4.2.1 Each back-row player must be positioned further back from the center line than her front-row counterpart.

7.4.2.2 The front-row players and the back-row players, respectively, must position themselves laterally in the order indicated in Rule 7.4.1.

7.4.2.3 The positioning of the players are determined and controlled according to the positions of their feet contacting the ground as follows:

7.4.2.4 At least part of the foot of every front-row player must be closer to the center line than the feet of her back-row counterpart.

7.4.2.5 At least part of the foot of every right (left) player must be closer to the right (left) side line than the feet of the center player in that row.

7.4.3 After the service throw was carried out, the players are permitted to move and occupy any position on their court or in the margins.

7.5 POSITIONING FAULT

7.5.1 A team commits a positioning fault if a player is not in her correct position at the moment the ball is thrown by the server.

7.5.2 If the server commits a serving fault at the moment she throws the ball, the server's fault is counted before the positioning fault.

7.5.3 A positioning fault leads to the following consequences:

7.5.3.1 The team is sanctioned with a point and service for the opponent.

7.5.3.2 The player's positioning is rectified.

7.6 ROTATION

7.6.1 The order of rotation is determined by the team's starting line-up and controlled with the service order and players' positioning throughout the set.

7.6.2 When the receiving team has gained the right to serve, its players rotate one position clockwise. The player in position II rotates to position I to serve. The player in position I rotates to position VI and so on.

7.7 ROTATIONAL FAULT

7.7.1 A rotational fault is committed when the service is not executed according to the rotational order. It leads to the following consequences:

7.7.1.1 The team is sanctioned with a point and service for the opponent.

7.7.1.2 The players' positions are rectified.

7.7.1.3 In case of a rotational fault during which the team scored more than 1 point in the rallies that have already been completed and/or there was a number of successive rotational faults: when the rotational fault is discovered the team is sanctioned with a point and service for the opponent without cancelling previous points the team had scored.

CHAPTER 4 – PLAYING ACTIONS

8. STATES OF PLAY

8.1 BALL IN PLAY

A ball is considered "in play" from the moment of the service throw that is authorized by the referee.

8.2 BALL OUT OF PLAY

A ball is considered "out of play" at the moment of the fault which is whistled by the referee. In the absence of a fault, at the moment of the whistle.

8.3 BALL "IN"

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

8.4 BALL "OUT"

A ball is "out" when:

- 8.4.1 The part of the ball touching the floor is completely outside the boundary lines.
- 8.4.2 The ball touches an object outside the court, the ceiling or a person out of play.
- 8.4.3 It touches the antennas, ropes, posts or the net itself outside the side bands.
- 8.4.4 It crosses the vertical plane of the net either partially or totally outside the crossing space.
- 8.4.5 It crosses completely the vertical plane of the net at the lower space of the net.

9. PLAYING THE BALL

Each team must play within its own playing area and its own space. Yet, a ball may be saved (returned) beyond the margins as well.

9.1 TEAM CONTACTS

Contact is any contact of a player with the ball.

Each team is entitled to a maximum of 3 contacts with the ball (in addition to blocking) in order to return the ball. Therefore, 2 passes at the most are permitted between players of the team. If there were more contacts it becomes a "4 contact fault".

9.1.1 Successive contacts.

9.1.1.1 A player is permitted successive contacts when she catches the ball, provided that all successive contacts are made sequentially and without the support of an outside object. Successive contacts that are used by players not for the purpose of catching the ball will be considered a fault.

9.1.2 Simultaneous contacts:

Two or three players may touch the ball simultaneously.

9.1.2.1 When two (three) team players touch the ball simultaneously, it is considered 2 (3) contacts (with the exception of blocking). If they reach the ball but only one of them touches it, only 1 contact is counted.

9.1.2.2 When two opponents touch the ball simultaneously over the net and the ball remains in play, the team receiving the ball is entitled to another 3 contacts. If such a ball goes "out", it is a fault for the opponent team.

9.1.3 Assisted contact.

Within the boundaries of the playing area, a player is not permitted to take support from a team-mate or any structure/object in order to catch the ball.

9.2 CONTACT CHARACTERISTICS

9.2.1 The ball may touch any part of the player's body.

9.2.2 The ball may touch different parts of the body provided the contacts happen simultaneously or as successive contacts.

Exceptions to the rule:

9.2.2.1 At blocking, several consecutive contacts may be made by one or two blocking players, provided that the contacts occur in the course of one action.

9.2.3 It's not permitted to intentionally hit, strike or kick the ball in order to catch it.

9.2.4 A ball that rebounds off a player unintentionally and passes to the opponent's side (through the crossing space), without being caught by a team player, will be considered legal and the game will continue until one team scores a point.

9.3 STEPS

9.3.1 A step is defined as lifting a foot off the ground and placing it at another point on the court.

9.3.1.1 When the ball is in the player's hands, she is forbidden to take a step, except for the following situations:

9.3.1.2 When passing the ball between team members it is permitted to make one step only, provided the pass was executed while stepping and not at the end of it. In case of the latter the pass is considered walking with the ball.

9.3.1.3 When passing the ball in a leap, steps are permitted the same as in a spike:

2 steps that include an opening step and an additional step, ending with a leap off one foot;

2 steps that include a step and a closure, ending with a leap off both feet;

9.3.1.4 During an attempt to catch the ball steps are permitted, when the player is in momentum.

9.4 HOLDING THE BALL

Holding the ball before passing it is limited to 1 second.

9.5 FAULTS IN PLAYING THE BALL

- 9.5.1 2 contacts: a player touches the ball more than once not during successive contacts.
- 9.5.2 4 contacts: a team touches the ball 4 times before returning it to the opponent.
- 9.5.3 Assisted catch: a player takes support from a team-mate or any structure/object within the playing area, in order to catch the ball.
- 9.5.4 Intentionally hitting, striking or kicking the ball.
- 9.5.5 A ball held by a player for longer than a second.
- 9.5.6 A player stepped more than permitted in Rule 9.3.

10. BALL AT THE NET

10.1 BALL CROSSING THE NET

- 10.1.1 A ball sent to the opponent's side must pass over the net by way of the crossing space. The crossing space is the part of the vertical plane of the net, which is limited as follows:
 - 10.1.1.1 Below, by the top of the net.
 - 10.1.1.2 At the sides, by the antennas or their imaginary extensions;
 - 10.1.1.3 Above, by the ceiling.

10.2 BALL TOUCHING THE NET

A ball crossing the net may touch it.

10.3 BALL INTO THE NET

- 10.3.1 It is permitted to continue playing a ball that is driven into the net within the limit of 3 catches permitted to the team.
- 10.3.2 If a ball rips the mesh or brings the net down, the rally is canceled and has to be replayed.
- 10.3.3 It's not possible to use the net for contact or support in order to catch a ball that rebounds from the net.

10.4 PLAYING BEYOND THE NET

While blocking, a blocker may touch the ball beyond the net, provided it doesn't interfere with the opponent's play before or during the attack action of the opponent.

10.5 PENETRATION UNDER THE NET

10.5.1 It is permitted to penetrate into the opponent's space under the net, provided that this does not interfere with the opponent's play.

10.5.2 Penetration into the opponent's court, beyond the center line:

10.5.2.1 It is permitted to touch the opponent's court with the foot (feet) provided that some part of the foot (feet) that penetrates (penetrate) stays in contact with the centerline or is right above it.

10.5.2.2 It is permitted to touch the opponent's court with any part of the body above the feet provided it does not interfere with the opponent's play.

10.5.3 Players can penetrate the opponent's margins provided they do not interfere with the opponent's play.

10.6 CONTACT WITH THE NET

10.6.1 Contact with the net by any player is a fault, if made while playing the ball or if it interferes with the play. An interference is counted in these cases:

Touching the upper band of the net while playing the ball;
Leaning on the net while playing the ball;
Tugging the net – creating advantage over the opponent

10.6.2 Players can touch the posts, ropes or any other object except the antenna, including the net itself, as long as it doesn't interfere with the play.

10.6.3 When a ball driven into the net causes the net to touch an opponent player, no fault is committed.

10.7 FAULTS OF A PLAYER AT THE NET

- 10.7.1 A player touches the ball or an opponent in the opponent's space, before or during the opponent's attack action.
- 10.7.2 A player interferes with the opponent's play, while penetrating the opponent's space under the net.
- 10.7.3 A player's foot (feet) penetrates (penetrate) completely into the opponent's court.
- 10.7.4 The ball has fully crossed the vertical plane at the lower space of the net while in the player's hands.
- 10.7.5 A player interferes with the opponent's play by (among others):
 - Touching the net while playing the ball;
 - Leaning on the net while playing the ball;
 - Tugging the net – creating an advantage over the opponent

11. SERVICE

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

11.1 THE FIRST SERVICE IN A SET

- 11.1.1 The first service of the first set as well as that of the deciding set is executed by the team determined by the toss.
- 11.1.2 The rest of the sets will start with a service by the team who didn't serve first in the previous set.

11.2 THE ORDER OF SERVERS

- 11.2.1 The players must follow the service order recorded on the line-up sheet.
- 11.2.2 After the first service in each set, the next player to serve is determined as follows:
 - 11.2.2.1 When the serving team wins the rally, the player who served before (or her substitute), serves again.
 - 11.2.2.2 When the receiving team wins the rally, it gains the right to serve and rotates before the actual service. A player that moves from a front-right position to a back-right position will serve.

11.3 AUTHORIZATION OF SERVICE

The referee authorizes the service after he checks the teams are ready to play and that the server is in possession of the ball.

11.4 EXECUTION OF SERVICE

11.4.1 The ball has to be thrown into the opponent's court.

11.4.2 A service cannot be delivered with a strike.

11.4.3 The server must not touch the court (including the end line) or the floor outside the service zone while throwing the ball.

11.4.4 The server must throw the ball up to 8 seconds after the referee has whistled to serve.

11.4.5 A service executed before the referee's whistle is cancelled and has to be repeated.

11.4.6 At the moment of the service throw the team players must not jump or wave arms in order to hide the flight path of the service ball. The serving team players are to avoid any action intended to hide the flight path of the ball.

11.5 FAULTS MADE DURING SERVICE

11.5.1 Service faults:

The following faults lead to change of service even if the opponent is out of position:

11.5.1.1 The server has violated the service order.

11.5.1.2 The server does not execute the service as required.

11.5.1.3 Players standing near the net have acted in order to hide the flight path of the ball.

11.5.2 Faults subsequent to the service throw:

After the ball has been thrown as required, the service becomes a fault (unless one of the players commits a positional fault) if the ball:

11.5.2.1 Touches one of the serving team members or doesn't cross the vertical plane of the net completely through the crossing space.

11.5.2.2 Goes "out".

11.6 SERVICE FAULTS AND POSITIONAL FAULTS

11.6.1 If the server commits a fault at the moment of service (defective execution, wrong rotational order, etc.) and the opponent commits a positional fault, the server's fault is the one sanctioned.

11.6.2 Instead, if the service was executed as required, but after the ball was thrown it becomes faulty (the ball goes "out" etc.) the positional fault has taken place first and is sanctioned.

12. ATTACK ACTION

Any action which directs the ball towards the opponent, excluding service and blocking, is considered an attack action.

12.1 CHARACTERISTICS OF THE ATTACK ACTION

12.1.1 A spike is an attack action usually executed with a leap. After a few approach steps, an attack action can be executed standing.

12.1.2 For a spike, a player is permitted to make:

2 steps that include an opening step and one more step, ending with a leap off one foot;

2 steps that include a step and a closure, ending with a leap off both feet;

12.1.3 The approach steps are counted only from the moment of catching the ball. If a player caught the ball while moving, the approach steps will be counted only subsequent to the step made when she was catching the ball in her hand.

12.2 ATTACK ACTION RESTRICTIONS

12.2.1 A back-row player (except for a Libero) can complete a spike from the back zone.

12.2.1.1 When leaping, her foot (feet) must not touch the attack line or cross it.

- 12.2.1.2 After throwing the ball she may land in the front zone.
- 12.2.2 A back-row player (except for a Libero) may also complete an attack action in any shape or form from the front zone, provided that when throwing, the ball is not already entirely above the net.
- 12.2.3 No player is permitted to complete an attack action against an opponent's service unless the player caught the ball standing and only then attacks. If the player caught the service throw in the air and prior to landing has completed a spike into the opponent's court, the attack is a fault.

12.3 FAULTS OF ATTACK ACTION

- 12.3.1 A player throws a ball that goes "out".
- 12.3.2 A back-row player completes an attack action from the front zone and while throwing, the ball in its entirety is above the top of the net.
- 12.3.3 A player completes an attack action against the service of the opponent according to clause 12.2.3.
- 12.3.4 A Libero player completes an attack action, and while throwing, the ball in its entirety is above the top of the net.
- 12.3.5 A player completes an attack action while passing her hand (hands) over the top of the net into the opponent's court. Attacking the ball when the hand (hands) of the player penetrate the space of the opponent and the ball released from her hands above the opponent's court is a fault of attack action.

13. BLOCK

13.1 BLOCKING ACTION

- 13.1.1 Blocking is the action of players near the net, and its aim is to prevent the ball coming from the opponent from entering the court of the blocking team.

Blocking is executed by reaching over the top of the net.

13.1.2 Only front-row players are permitted to complete a block.

13.1.3 Block attempt:

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

13.1.4 Completed block:

A completed block is when one of the blockers touches the ball.

13.1.5 Collective block:

A collective block is executed by two or three players who are close to each other. The block is completed when one of them touches the ball.

13.2 BLOCK CONTACTS

One blocker or more can make successive contacts (fast and consecutive) provided these contacts are made within one action.

13.3 BLOCKING IN OPPONENT'S SPACE

During a block, a player may place her hands and arms over the net, provided that this action does not interfere with the opponent's play. Nevertheless, it is not permitted to touch the ball beyond the net before the opponent has executed an attack action.

13.4 BLOCKING AND CONTACT BY A TEAM

13.4.1 A block contact is not counted in the number permitted to a team.

Therefore, after a block contact, the team is entitled 3 contacts in order to return the ball.

13.4.2 The first contact after a block can be made by any player, including the one that touched the ball during the block.

13.4.3 The blocking player is permitted to catch the ball while blocking, and this will count as the first contact.

13.5 BLOCKING OF SERVICE

It is forbidden to block an opponent's service throw.

13.6 BLOCKING FAULTS

13.6.1 The blocker touches the ball in the opponent's space before or simultaneously with opponent's attack.

13.6.2 A back-row player or Libero player completes a block or participates in a block that is completed.

13.6.3 A player blocks the opponent's service.

13.6.4 The ball is sent "out" off the block.

13.6.5 A Libero player makes an individual or collective block.

CHAPTER 5 – INTERRUPTIONS, DELAYS AND INTERVALS

14. REGULARGAME INTERRUPTIONS

Regularinterruptions in the game are "time-outs" and "player substitutions". Aninterruption in the game is the time that elapses between a completed rally, and the referee's whistle to authorize the next service.

14.1 NUMBER OF REGULARGAME INTERRUPTIONS

Each team has the right to ask for two time-outs and six player substitutions per set.

14.2 REQUEST FOR REGULARGAME INTERRUPTIONS

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

The request is made using the appropriate hand signal, when the ball is out of the game and before the whistle to serve.

14.2.2 A request to substitute a player that is made prior to the start of a set is permitted, and will be recorded as a regular substitution for that set.

14.3 SEQUENCE OF GAME INTERRUPTIONS

14.3.1 A request for one or two time-outs and one request to substitute a player made by either team,may come successively with no need to resume the game.

14.3.2 On the contrary, a team isn't permitted to make consecutive requests to substitute a player during the same interruption in the game. It is permitted to substitute two or more players during the same interruption in the game.

14.4 TIME-OUTS

14.4.1 All requested time-outs last for 30 seconds.

- 14.4.2 During all of the time outs the players in play must go to the margins near the bench of their team.

14.5 PLAYER SUBSTITUTION

Player substitution is the act by which a player, other than the Libero and her replacement, enters the court and occupies the position of another player who must leave the court; and that after being recorded by the official scorer. A player's substitution needs the referee's authorization.

14.6 LIMITATIONS OF SUBSTITUTION

- 14.6.1 Each team is permitted 6 substitutions per set. One or more players can be substituted at the same time.
- 14.6.2 A player from the starting line-up may leave the court and re-enter only once per set, and only to her previous position in the line-up.
- 14.6.3 A substitute player may enter the game in place one of the starting line-up players only one time per set, and can be substituted only by the same player from the starting line-up.

14.7 EXCEPTIONAL SUBSTITUTION

- 14.7.1 An injured or sick player (except the Libero) that cannot continue to play has to be substituted, using regular substitution. If this isn't possible, a team is entitled to exceptional substitution, beyond the limits of Rule 14.6.
- 14.7.2 The meaning of an exceptional substitution is that any player who wasn't on court when the injury happened, except the Libero, second Libero or their regular replacement player, may be substituted into the game for the injured player. The substituted injured player is not permitted to re-enter the court in that game.
- 14.7.3 If a team wishes to carry out an exceptional player-substitution with the Libero, the Libero has to replace herself with the player she has substituted on court. She has to complete her uniform with a game shirt that matches those of her team players and numbered accordingly, and carry out an exceptional player-substitution.
- 14.7.4 An exceptional substitution with a Libero player is permitted only if there is no possibility to make exceptional substitution with a player not designated as a Libero player.

14.7.5 A Libero player who has made an exceptional substitution will not return to play as a Libero in the game.

14.7.6 An exceptional substitution cannot be counted in any case as a regular substitution.

14.8 SUBSTITUTION FOR SUSPENSION OR EXPULSION

A suspended or expelled player must be substituted immediately through regular player substitution. If this isn't possible, the team is declared "incomplete".

14.9 ILLEGAL SUBSTITUTION

14.9.1 A substitution is illegal if it exceeds the limitations indicated in Rule 14.6 (except the case of Rule 14.7).

14.9.2 When a team has made an illegal player substitution and the play has been resumed, the procedure is as follows:

14.9.2.1 The team at fault is sanctioned with a point and service for the opponent.

14.9.2.2 The substitution must be rectified.

14.10 SUBSTITUTION PROCEDURE

14.10.1 Substitutions have to be carried out within the substitution zone.

14.10.2 A substitution is restricted to the time needed to record the substitution on the score sheet and allow entry and exit of the players.

14.10.3 When requesting a substitution, the player(s) must be ready to enter the court and be close to the substitution zone.

14.10.4 If the situation isn't so, the substitution is not granted and the team is sanctioned for a delay.

14.10.5 If the team intends to make more than one substitution simultaneously, the number of substitutions has to be indicated at the request. In this case the substitutions are carried out consecutively, one pair of players after the other.

14.11 ILLEGAL REQUESTS

14.11.1 It's illegal to request any kind of game interruption:

14.11.1.1 During a rally or at the moment of or after the whistle to serve:

14.11.1.2 By a non-authorized team member;

14.11.1.3 for a second substitution by the same team during the same interruption;

14.11.1.4 after having exhausted the authorized number of time-outs and substitutions.

14.11.2 A first illegal request in the game that doesn't affect the game or delay it will be rejected without any further consequences.

14.11.3 Any additional illegal request in the game by the same team constitutes delay and is sanctioned accordingly.

15. DELAYS IN A GAME

15.1 TYPES OF DELAY

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

15.1.1 A delay in substituting a player;

15.1.2 prolonging interruptions, after having been instructed to resume the game;

15.1.3 An illegal request to substitute a player;

15.1.4 A repeat of an illegal request;

15.1.5 A delay of the game by a member of the team.

15.2 DELAY SANCTIONS

15.2.1 A "delay warning" and a "delay penalty" are collective team sanctions.

15.2.1.1 Delay sanctions remain in force for the duration of the game.

- 15.2.1.2 All delay sanctions are recorded on the score sheet.
- 15.2.2 The first delay in a game by a member of a team is sanctioned with a "delay warning".
- 15.2.3 The second delay and those that follow, of any kind, by any member of that team in that game, are faults that are sanctioned with "delay penalty": a point and service to the opponent.
- 15.2.4 Delay sanctions imposed before or between sets are applied in the next set.

16. EXCEPTIONAL GAME INTERRUPTIONS

16.1 INJURY

- 16.1.1 If a serious injury occurs when the ball is in play, the referee must stop the game immediately and permit the medical team to enter the court. In that case the rally has to be replayed.
- 16.1.2 Should there be no option to substitute an injured player legally or exceptionally, the player is given 3 minutes to recover, but no more than once in a game for the same player.

If the player does not recover, the team is declared incomplete.

16.2 EXTERNAL INTERFERENCE

If during the game an external interference occurs, the play has to be stopped and the rally replayed.

16.3 PROLONGED INTERRUPTIONS

- 16.3.1 When unexpected circumstances interrupt the game, the referee has to decide on measures to be taken to recreate normal conditions for the game.
- 16.3.2 If the game is resumed on the same court, the stopped set will continue normally with the same score, the same players and the same player positions. The scores of previous sets are kept.

16.3.3 If the game is resumed on a different court, the stopped set is cancelled and started again with the same players and the same starting line-ups. The scores of previous sets are kept.

16.3.4 If the game is resumed on a different date, the entire game shall be replayed.

17. INTERVALS BETWEEN SETS AND CHANGING COURTS

17.1 INTERVALS BETWEEN SETS

Intervals between sets last 3 minutes

During this time courtchanging takes place, and the teams' starting line-ups are recorded on the score sheet.

17.2 CHANGING COURTS

After each set the teams change courts, with the exception of the deciding set.

CHAPTER 6 – THE LIBERO PLAYER

18. THE LIBERO PLAYER

18.1 DESIGNATION A LIBERO PLAYER

18.1.1 Each team has the right to designate, among its players, up to two players who specialize in defense, the "Libero" players, stipulated that:

18.1.1.1 If the team numbers at least 8 players, two players can be Libero – for the duration of the game.

18.1.1.2 If the team numbers at least 7 players, one player can be Libero – for the duration of the game.

18.1.2 All the Libero players must be recorded on the score sheet before the start of the game.

18.1.3 Only one Libero player can be in play at any given time.

18.1.4 A Libero player cannot be team captain or game captain as long as she functions as a Libero player.

18.2 EQUIPMENT

The Libero player must wear a uniform where the color of the shirt, at least, contrasts clearly with the color of her team mates' shirts. The Libero player's uniform can be of a different style, but must be numbered like the rest of the team.

18.3 ACTIONS INVOLVING THE LIBERO PLAYER

18.3.1 Playing actions:

18.3.1.1 The Libero player can replace any back-row player.

18.3.1.2 The Libero player is restricted to act as a back-row player only, and is not permitted to complete an attack action from the front zone if at the moment the ball is thrown it is entirely over the top of the net.

18.3.1.3 The Libero player is not permitted to serve and block.

18.3.2 Libero Replacements:

18.3.2.1 Libero Replacements are not counted as substitutions. Their number is not limited, but at least one rally has to be completed between two Libero replacements.

18.3.2.2 A regular player may replace and be replaced by each of the Libero players. The acting Libero player may be replaced by the player she has replaced, or by the second Libero.

18.3.2.3 The Libero players' replacements must take place only when the ball is out of play and before the whistle for service.

The Libero player is permitted to enter the court at the start of each set only after the referee has recorded/checked the starting line-up and its adherence to the line-up sheet.

18.3.2.4 A Libero replacement made after the whistle for service but before the service throw, will not be cancelled, but will incur a verbal warning at the end of the rally.

Another late replacement will incur an immediate interruption of the game and the imposition of a delay sanction. The next serving team will be determined by the level of the delay sanction.

18.3.2.5 The Libero player and her replacement may enter and leave the court only through the Libero player replacement zone.

18.3.2.6 An illegal Libero replacement can involve (among the rest):
 A rally was not completed between two Libero replacements;
 A Libero was replaced by a player other than the regular player in her position;
 An illegal Libero replacement should be considered the same as a rotational fault.

18.4 RE-DESIGNATION OF A NEW LIBERO PLAYER

18.4.1 A team with two Libero players:

18.4.1.1 When a team has two Libero players each of them can participate in the game provided that at any given time only one Libero is in play and each replacement of a Libero player with a player from the start line-up will agree with Rule 18.3.

18.4.2 A team with one Libero player:

18.4.2.1 When only one Libero player appears on the score sheet, and is declared unable to play, the coach may re-designate any player (except the replacement player) that is not on the court at the moment of re-designation, to be the new Libero for the remainder of the game. The coach has to approach the referee with the request to re-designate the new Libero. That player has to change her uniform to the Libero's game uniform.

18.5 SUSPENSION AND EXPULSION

18.5.1 If a Libero player is suspended or expelled, she can be replaced directly with the second Libero of the team. If the team has one Libero only, it will continue to play without a Libero for the duration of the sanction.

CHAPTER 7 – CONDUCT OF PARTICIPANTS

19. CONDUCT REQUIREMENTS

19.1 APPROPRIATE CONDUCT

- 19.1.1 The participants must know the "Official Rules Of Mamanet" and abide by them.
- 19.1.2 The participants must accept the decisions of the referees in a sportsmanlike manner and not dispute them.
When in doubt, a clarification may be asked for, but only by the game captain.
- 19.1.3 The participants must refrain from actions or conduct that aim to influence the referees' decisions or cover up faults committed by their team.

19.2 FAIR PLAY

- 19.2.1 The participants must behave honorably and with courtesy, in the spirit of "fair play", not only to referees but towards other officials, opponents, team-mates and spectators.
- 19.2.2 Communication between team members during the game is permitted.
- 19.2.3 A team is vicariously liable for every unsportsmanlike act carried out by these bodies: team players; position holders; team fans; any element connected with the team and/or any other element associated with the team.
- 19.2.4 It's prohibited to boo or support in an unsportsmanlike fashion. A referee can stop a game and/or give points to a rival team when team fans boo or shout in an offensive way at the referee and/or the rival team. In such a case a ruling of technical loss will be made after consulting with the professional director.

20. MISCONDUCT AND ITS SANCTIONS

20.1 MINOR MISCONDUCT

Minor misconduct is not sanctioned. It is the duty of the first referee to prevent the teams from reaching the point of sanction by verbal warning or a hand signal towards a member of the team or the team through the game captain.

This warning is not sanction and has no immediate consequences. It is not recorded on the score sheet.

20.2 MISCONDUCT LEADING TO SANCTIONS

Misconduct towards position holders, opponents, team mates or spectators is classified in three categories according to the seriousness of the offence.

20.2.1 Rude behavior: Action contrary to good manners and moral principles or any action demonstrating contempt.

20.2.2 Offensive behavior: insulting gestures or slanderous words.

20.2.3 Violent behavior: An actual physical attack or aggressive or threatening behavior.

20.3 SANCTION SCALE

According to the referee's judgment and the seriousness of the offence, the sanctions imposed and recorded on the score sheet are penalty, suspension and expulsion.

20.3.1 Penalty

Rude behavior of any team member for the first time will be sanctioned with a point and service for the opponent.

20.3.2 Suspension

20.3.2.1 A member of a team sanctioned with suspension could not play for the rest of the set and must stay seated on the bench of her team, with no further consequences.

A suspended coach loses his right to intervene in that set and must stay seated on the bench of his team.

20.3.2.2 The first offensive behavior by a member of the team is sanctioned by suspension with no further consequences.

20.3.2.3 The second rude behavior in the same game by the same team member is sanctioned by suspension with no further consequences.

20.3.3 Expulsion

20.3.3.1 A member of the team sanctioned with expulsion must leave the court for the rest of the game with no further consequences.

20.3.3.2 The first physical attack or implied or threatening aggression for the first time is sanctioned with expulsion with no further consequences.

20.3.3.3 The second offensive behavior in the same game by the same team-member is sanctioned with expulsion with no further consequences.

20.3.3.4 Rude behavior for the third time in the same game by the same team-member will be sanctioned with expulsion with no further consequences.

20.4 APPLICATION OF MISCONDUCT SANCTIONS

20.4.1 All misconduct sanctions are individual, remain in force for the entire game and are recorded on the score sheet.

20.4.2 The repetition of misconduct by the same team member in the same game is sanctioned with progressive gravity: the team member is more severely sanctioned for each successive offence.

20.4.3 Suspension or expulsion due to offensive or violent behavior is not dependent on a previous sanction.

20.5 MISCONDUCT BEFORE AND BETWEEN SETS

Any misconduct that occurs before or between sets is sanctioned according to Rule 21.3 and sanctions apply in the following set.

20.6 SANCTION CARDS

Warning; no sanction: stage 1: A verbal warning or a hand sign. There is no card

Stage 2: A yellow card

penalty: A red card

Suspension: Red + yellow cards in one hand

Expulsion: Red + yellow cards in two hands

PART 2 –

THE REFEREES, THEIR

RESPONSIBILITIES AND

OFFICIAL SIGNALS

CHAPTER 8 – THE REFEREES

21. REFEREEING CORPS AND PROCEDURES

21.1 COMPOSITION

The team of referees for each game is composed of the following officials:

The first referee

The assistant referee (to be decided by the professional director)

The official scorer

Four (two) line-referees (to be decided by the professional director)

21.2 PROCEDURES

21.2.1 Only the first referee and the assistant referee are permitted to blow a whistle during the game.

21.2.1.1 The first referee gives the signal to serve for a rally to start.

21.2.1.2 The first referee and the assistant referee signal the end of a rally if they are sure a fault was committed and they have identified its nature.

21.2.2 They may blow the whistle when the ball is out of play to indicate they authorize a team's request or reject it.

21.2.3 Immediately after the referee's whistle to signal the completion of a rally, they have to indicate using the official hand signals:

21.2.3.1 If the fault was whistled by the first referee he has to indicate:

- a) The team to serve;
- b) The nature of the fault;

The assistant referee has to follow the first referee's hand signals by repeating them.

21.2.3.2 If the fault was whistled by the assistant referee he has to indicate:

- a) The nature of the fault;
- b) The team to serve, repeating the signal of the first referee.

In this case the first referee does not signal the nature of the fault, only the team to serve.

21.2.3.3 In case of an attack fault by a back-row player or by the Libero player, the two referees indicate according to Rules 21.2.3.1 and 21.2.3.2, above.

21.2.3.4 In case of a bilateral fault, the two referees indicate:

- a) The nature of the fault;
- b) The players at fault (if necessary);
- c) The team to serve, as directed by the first referee.

22. THE FIRST REFEREE

22.1 LOCATION

The first referee carries out his functions standing on a stand located by one end of the net. His view must be about 50 cm above the net.

22.2 AUTHORITY

22.2.1 The first referee directs the game from beginning to end. He has authority over all the referees and the team members.

During a game the referee's decisions are final. He can overrule the decisions of other referees if he realizes they are mistaken.

The first referee is even permitted to replace a member in the referee corps who is not performing his functions properly.

22.2.2 The first referee has the power to decide any matters involving the game, including those not provided for in the rules.

22.2.3 The first referee will not permit any discussion of his decisions.

However, at the request of the game captain, the first referee has to provide **an explanation** for the application or interpretation of the rules upon which he has based his decision.

If the game captain does not accept the first referee's explanation and chooses to protest against the decision, she has to announce immediately that she is reserving the right to record this protest at the conclusion of the game. The first referee must authorize this right of the game captain.

22.2.4 The first referee is responsible to determine before the game and during the game, whether the surface of the playing area, the equipment and the conditions are right for the game.

22.3 RESPONSIBILITIES

22.3.1 Prior to the match, the first referee:

22.3.1.1 Inspects the state of the court, the balls and other equipment;

22.3.1.2 Performs the toss in the presence of team captains;

22.3.1.3 Controls the teams' warm-up.

22.3.2 During the game, the first referee is authorized to:

22.3.2.1 issue warnings to the teams;

22.3.2.2 sanction misconduct and delays;

22.3.2.3 Decide about:

- a) Faults of the server and positional faults of the serving team players;
- b) Ball playing faults;
- c) Faults above net and on its upper part;
- d) Faults in the attack action of the Libero player and the back-row players;
- e) The ball crossing completely the space under the net;
- f) A block completed by back-row players or an attempted block by the Libero player.
- g)

22.3.3 At the end of the game he checks the score sheet and signs it.

23. THE ASSISTANT REFEREE

23.1 LOCATION

The assistant referee performs his functions standing outside the court by the post, opposite the first referee and facing him.

23.2 AUTHORITY

23.2.1 The assistant referee assists the first referee but he also has his own responsibilities.

Should the first referee become unable to continue his role, the assistant referee may replace him.

23.2.2 The assistant referee may also, without whistling, signal faults outside his jurisdiction but may not insist on them to the first referee.

23.2.3 The assistant referee controls the work of the official scorer.

23.2.4 The assistant referee supervises the team members on the bench and reports their misconduct to the first referee.

23.2.5 The assistant referee authorizes interruptions, controls their length and rejects illegal requests.

23.2.6 The assistant referee controls the number of time-outs and player-substitutions used by each team.

23.2.7 When a player is injured, the assistant referee authorizes an exceptional substitution or grants 3 minutes for recovery.

23.3 RESPONSIBILITIES

23.3.1 At the start of each set, when changing courts, in the deciding set and whenever required, the assistant referee checks if the position of the players on the court matches the data on the line-up sheets.

23.3.2 During the game, the assistant referee decides, whistles and signals:

23.3.2.1 Penetration into the opponent's court and its zone under the net;

23.3.2.2 Positional faults of the team receiving the service throw;

23.3.2.3 The faulty contact of the player with the net.

23.3.2.4 A completed block by a back-row player or an attempted block by the Libero or attack faults by back-row players or Libero players.

23.3.2.5 The contact of the ball with an outside object.

23.3.2.6 The contact of the ball with the floor when the first referee is not in position to see the contact.

23.3.2.7 The ball crossing the vertical plane of the net into the opponent's court, completely or partially outside of the crossing space, or touching the antenna on his side of the court.

23.3.3 At the end of the game he signs the score sheet.

24. THE OFFICIAL SCORER

24.1 LOCATION

The official scorer performs his functions while seated at the official scorer's table opposite and facing the first referee.

24.2 RESPONSIBILITIES

He manages the score sheet in accordance with the rules, cooperating with the assistant referee.

He uses the buzzer or another sound-making device in order to announce violations of regulations or signal the referees in cases involving his responsibilities.

24.2.1 Prior to the game and each set the official scorer:

24.2.1.1 Registers the data of the game and teams and obtains the signatures of the team captains and the coaches.

24.2.1.2 Records the starting line-up of each team from the line-up sheets. If he doesn't receive the line-up sheets on time, he informs the assistant referee about it immediately.

24.2.2 During the game, the official scorer:

24.2.2.1 Records the points scored;

24.2.2.2 Controls the serving order of each team and indicates any error to the referees immediately after the service throw;

24.2.2.3 Records the time-outs and player substitutions;

- 24.2.2.4 Notifies the referees about an illegal request for interruption;
- 24.2.2.5 Announces to the referees the ends of sets.
- 24.2.2.6 Records all sanctions and illegal requests.
- 24.2.2.7 Records all other events as instructed by the assistant referee, such as exceptional player substitution, recovery time, prolonged interruptions, external interferences etc.
- 24.2.2.8 Supervises the intervals between sets.
- 24.2.3 At the end of the game, the official scorer:
 - 24.2.3.1 Records the final result;
 - 24.2.3.2 In case of protest, subsequent to authorization by the first referee, writes or permits the team captain/game captain to write on the score sheet the details relating to the incident being protested.
 - 24.2.3.3 Signs the score sheet himself, before obtaining the signatures of team captains and then of the referees.

25. LINE JUDGES

25.1 LOCATION

If only two line judges participate, they stand at the corners of the court closest to the right hand of each referee, diagonally, 1-2 meters from the corner.

Each of them supervises the end line and the side line on his side.

25.2 RESPONSIBILITIES

25.2.1 The line judges perform their functions using flags (measuring 40X40 cm) in order to signal:

25.2.1.1 "In" and "out" balls each time the ball lands on the floor near the line (lines) that they supervise;

25.2.1.2 A ball touching the antenna; a service ball crossing the net outside the crossing space etc.;

25.2.1.3 Any player (except the server) that steps outside her court at the moment of the service throw;

25.2.1.4 Foot faults of the server.

25.2.2 At the request of the first referee, a line judge has to repeat his signal.

26. OFFICIAL SIGNALS

26.1 REFEREES' HAND SIGNALS

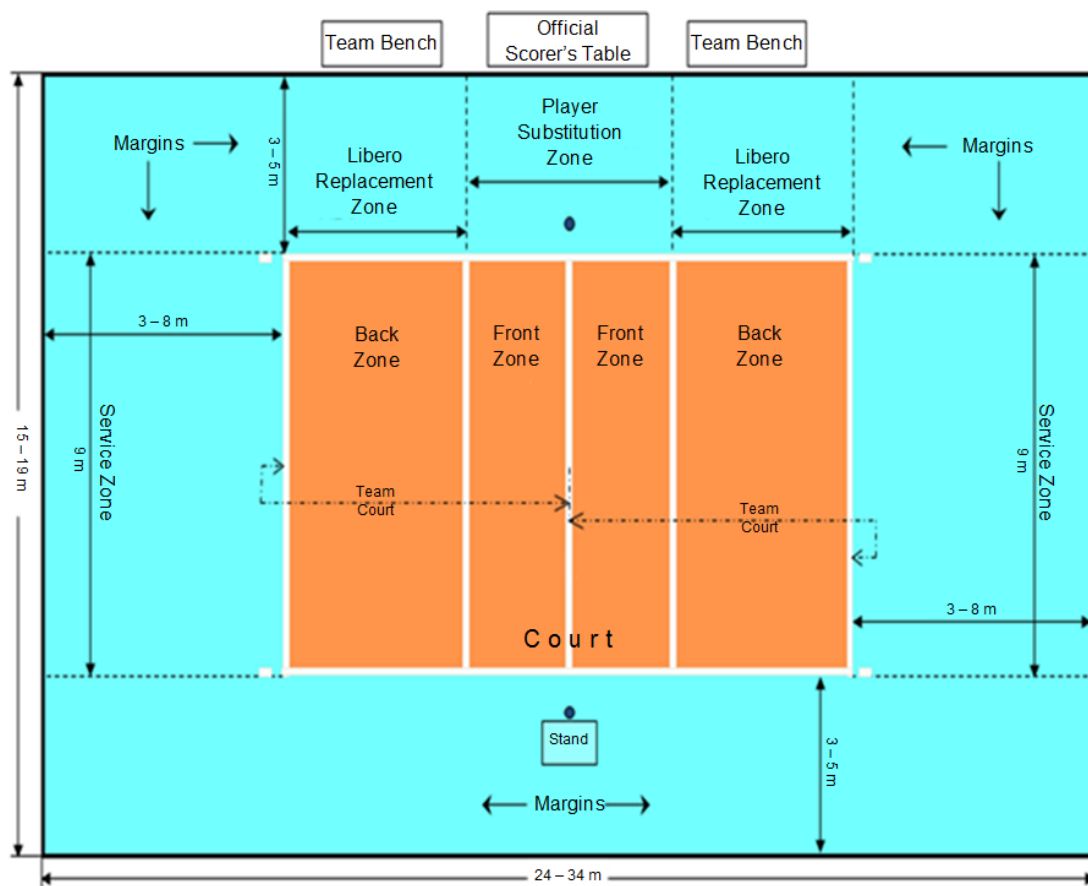
The referees must indicate with the official hand signal the reason for their whistle (the nature of the fault whistled or the purpose of the interruption authorized). The signal has to be presented briefly and if it is indicated with one hand, the hand corresponds to the side of the team which has made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

26.2 LINE JUDGES' FLAG SIGNALS

The line judges must indicate with the official flag signal the nature of the fault signaled, and present the signal briefly.

PART 3 – **DIAGRAMS**

DIAGRAM 1 – THE PLAYING AREA



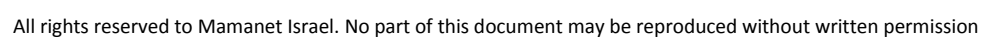


DIAGRAM 3 – THE NET, THE ANTENNAS AND THE CROSSING SPACE

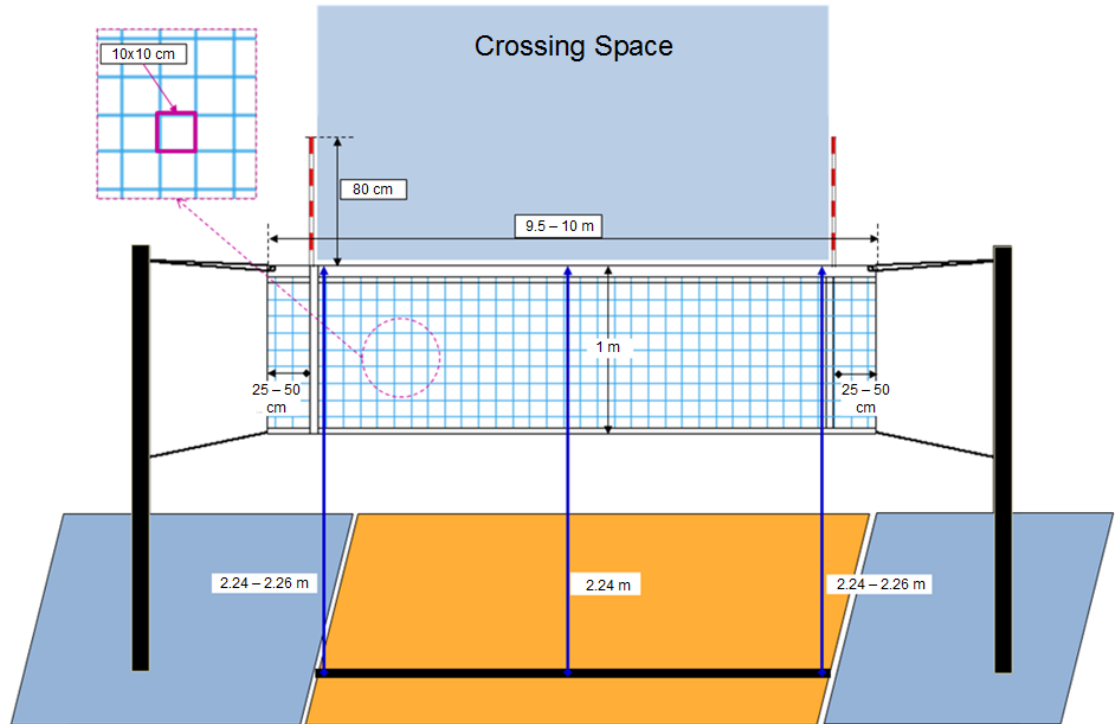
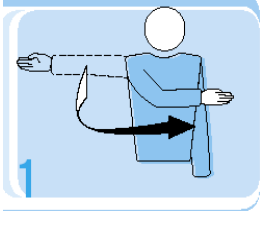
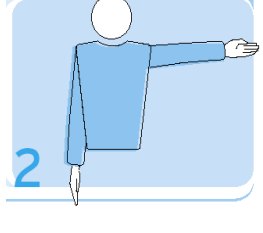
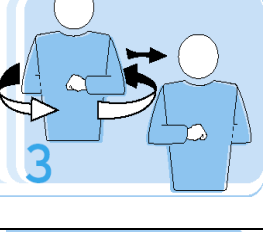
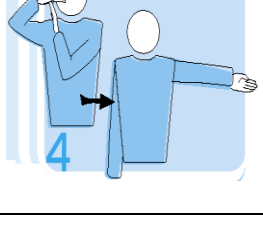
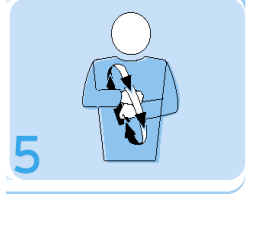
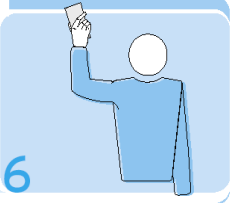
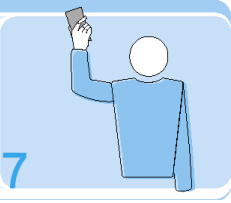
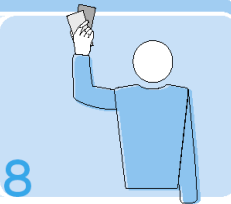


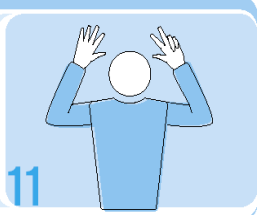
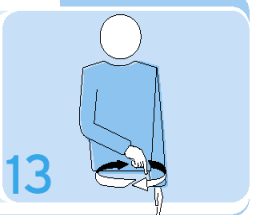
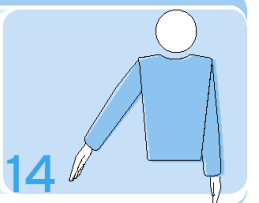
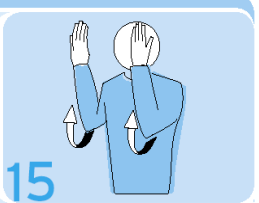
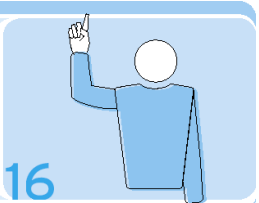
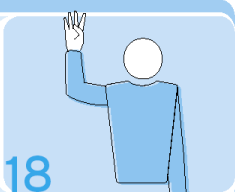


DIAGRAM 4: REFEREES OFFICIAL HAND SIGNALS

	Authorizing service Move hand to indicate direction of service
	Next team to serve Extend arm to the side of the team to serve
	Change courts Raise the forearms front and back and twist them around the body
	Time-out Place the palm of one hand over the fingers of the other, held vertically (forming a "T") and then indicate the requesting team
	1. Player substitution 2. Steps fault: During approach steps for a spike, making a step and not passing prior to finishing the step. Walking with the ball. circular movements of the forearms, one over the other

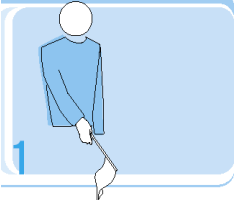
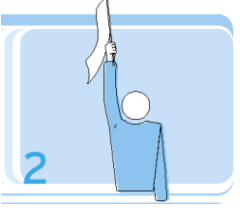


 <p>6</p>	<p>Warning of misconduct</p> <p>Present a yellow card for warning</p>
 <p>7</p>	<p>Penalty of misconduct</p> <p>Present a red card for penalty</p>
 <p>8</p>	<p>suspension</p> <p>Present two cards together for suspension</p>
 <p>9</p>	<p>expulsion</p> <p>Present two cards separately for expulsion</p>
 <p>10</p>	<p>end of set (or game)</p> <p>Cross forearms in front of the chest with open palms</p>

	Delay of service Raise 8 open fingers for delayed service; Raise 1 finger for holding the ball over 1 second
	blocking fault or screen Raise both arms vertically, palms forward
	Positional fault or rotational fault Make a circular motion with the forefinger
	ball "in" Extend arm and fingers towards the floor
	Ball "out" Raise forearms vertically, hands open, palms facing the body
	Ball held for over 1 second Raise 1 finger for holding the ball over 1 second
	Illegal successive contact Raise two fingers, spread open

	4 contacts
	Player contact with the net; Ball wasn't served through crossing space
	Indicate the relevant side of the net
	Reaching opponent's space beyond the net
	Back-row player's attack fault
	Make a downward motion with the forearm, hand open
	Penetration into opponent's court; ball passing under the net; server steps on the end line; player leaves her court during service
	Indicate the center line or the relevant line

 <p>23</p>	Bilateral fault or rebounding ball Raise two thumbs vertically
 <p>24</p>	Ball contacted before going "out". Brush with one palm the fingers of the other hand, held vertically
 <p>25</p>	Delay warning/delay penalty Mark one wrist with the yellow card (warning) and with the red card (penalty)
 <p>26</p>	An intentional hit, strike or a kick of the ball Lift the extended arm, palm open upwards

DIAGRAM 5: LINE JUDGES OFFICIAL FLAG SIGNALS

	Ball "in" Point down with the flag
	Ball "out" Raise the flag vertically
	Contact with the ball Raise the flag and brush its top with the free palm
	Crossing space faults, ball touched an outside object or a player's foot fault during service Wave the flag overhead and point to the antenna or the respective line
	Judgment impossible Raise and cross both arms and hands in front of the chest