



Catch'n Serve
BALL

Play, catch, connect for equality in sports!

OFFICIAL RULES HANDBOOK

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Catch'n Serve Ball

The Catch'n Serve Ball rules is partly based on rules of catchball/Cachibol from different countries and the official rules of IFT and also the official volleyball rules of the FIVB



Catch'n Serve BALL

Play, catch, connect for equality in sports!

We play Catch'n Serve Ball

Catch'n Serve Ball is a highly accessible team sport where players catch and throw the ball over the net to their opponents. Its simplicity makes it easy to learn at any age, even without prior sporting experience, yet it offers the potential for competitive play at a very high level.

Characterized by its quick-paced and enjoyable gameplay, Catch'n Serve Ball shares similarities in team and court size, net height, and rules with volleyball. Originating from South America, it has been known by various names such as Cachibol, Catchball, and Newcomb, among others.

Our motto, "Play, catch, connect for equality in sport!" aims not only to highlight the fun and camaraderie of the game but also to resonate with new target demographics. "Serve" in our claim signifies not only serving the ball in play but also serving the cause of equality in sports, supporting groups where inclusivity and fairness are paramount.

Catch'n Serve Ball follows a fair play policy

**Respect friendship team spirit equality integrity solidarity
tolerance sport without doping respect for the rules**

**These rules should guarantee that every player
is given the same opportunity playing on the court**

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PART 1

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THE GAME

CHAPTER 1 - FACILITIES AND EQUIPMENT

1. PLAYING AREA

The playing area includes the court and the free zone. It shall be rectangular and symmetrical. (*Diagram 1, Diagram 2*)

1.1. DIMENSIONS

- 1.1.1 The playing court is a rectangle measuring 18 x 9 m, surrounded by a free zone that is a minimum of 3 m wide on all sides.
- 1.1.2 The playing space is the open space above the playing area that is free of any obstructions. The playing space shall measure a minimum height of 7 m from the playing surface.

1.2. PLAYING SURFACE

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

1.3. LINES OF THE COURT

- 1.3.1 All lines are 5 cm wide. They must be of a light color that is different from the color of the floor and any other lines.
- 1.3.2 **Boundary lines**
Two side lines and two end lines mark the playing court. Both the side lines and the end lines are drawn inside the dimensions of the playing court.
- 1.3.3 **Center line**
The axis of the center line divides the playing court into two equal courts measuring 9 x 9 m each; this line extends beneath the net from side line to side line.
- 1.3.4 **Attack line**
On each court, an attack line, whose rear edge is drawn at 3 m back from the axis of the center line, marks the front zone.

1.4. ZONES AND AREAS

- 1.4.1 **Front zone**
On each court, the front zone is limited by the axis of the center line and the rear edge of the attack line. The front zone is considered to extend beyond the side lines to the end of the free zone.

1.4.2 Service zone

The service zone is a 9 m wide area behind each end line. It is laterally limited by two short lines (each 15 cm long, drawn 20 cm behind the end line as an extension of the side lines). Both short lines are included in the width of the service zone. In depth, the service zone extends to the end of the free zone.

1.4.3 Substitution zone

The substitution zone is limited by the extension of both attack lines, up to the scorer's table.

1.4.4 Libero Replacement zone

The Libero Replacement zone is part of the free zone on the side of the team benches, limited by the extension of the attack line up to the end line.

2. NET AND POSTS

2.1. HEIGHT OF THE NET

2.1.1 The net is hung vertically over the center line and stretched, while its top is set at the height of 2.24 m.

2.1.2 Its height is measured from the center of the playing court. The net height, over the two side lines, must be exactly the same and must not exceed the official height by more than 2 cm. (*Diagram 3*)

NET STRUCTURE

2.2.1 The net is 1 m wide and 9.5 to 10 m long (with 25-50 cm on each side of the side bands) and is made of black square mesh, each measuring 10 x 10 cm.

2.2.2 At its top, there is a horizontal band 7 cm wide, made of two-fold white canvas that is sewn along its full length. At each end of the band, there is a hole, through which passes a cord, fastening the band to the posts in order to maintain tension at the top of the net.

2.2.3 Within the band, a flexible cable fastens the net to the posts and keeps its top taut.

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

SIDE BANDS

2.3.1 Two white bands are fastened vertically to the net and are placed directly above each side line.

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

ANTENNA

- 2.4.1 An antenna is a flexible rod, 1.80 m long and 10 mm in diameter, made of fiberglass or a similar material.
- 2.4.2 An antenna is fastened on the outer edge of each side band. The antennae are placed on opposite sides of the net.
- 2.4.3 The top 80 cm of each antenna extends above the net and is marked with 10 cm stripes of contrasting color, preferably red and white.
- 2.4.4 The antennas are considered part of the net and laterally delimit the crossing space.

POSTS

- 2.5.1 The posts supporting the net are placed at a distance of 0.50 to 1.00 m outside the side lines. They are 2.55 m high and preferably adjustable.
- 2.5.2 The posts are rounded and smooth, fixed to the floor without wires. There shall be no dangerous or obstructing device.

3. THE BALLS

3.1. STANDARDS

- 3.1.1 The ball shall be spherical, made of a flexible leather or synthetic leather case with an internal bladder made of rubber or a similar material.
- 3.1.2 Its color may be a uniform light color or a combination of colors.
- 3.1.3 Its circumference is between 65-67 cm and its weight between 260-280 g.; the air pressure needs to be in accordance with the manufacturer's specifications.

UNIFORMITY OF THE BALLS

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

CHAPTER 2 – PARTICIPANTS

4. TEAMS

4.1. TEAM COMPOSITION

- 4.1.1 A team may consist of up to 14 players, one Coach and one assistant (the assistant Coach or some other team official).
- 4.1.2 One of the players is the team Captain, who shall be indicated on the score sheet.
- 4.1.3 All members of a team will be recorded on the official score sheet of the Catch'n Serve Ball league, which will be updated periodically by the international professional committee. A player may be recorded only after presenting a player's card issued by the league administration.
- 4.1.4 Only the players recorded on the score sheet may enter the court and play in the match. Once the Coach and the team Captain have signed the score sheet, the recorded players cannot be changed.
- 4.1.5 A player who is late for the start of the match and is recorded on the score sheet, can not participate in the same set for which she was late. following the referee's confirmation that the player was legally recorded on the score sheet.
- 4.1.6 A team consisting of less than 6 players will be declared INCOMPLETE and the match will not take place. The team will be charged with a technical loss.
- 4.1.7 When a team consists of at least 7 players, one of the players (not the team Captain) may be designated as the Libero; this can be done for one or more sets.
- 4.1.8 When a team consists of at least 8 players, up to two of the players (not the team Captain) may be designated as the Libero; this can be done for one or more sets.

LOCATION OF THE TEAM

- 4.2.1 During the match, the players not in play (substitutes) and the assistant shall sit on their team bench, or stand behind their team bench.

EQUIPMENT

- 4.3.1 The equipment for a player consists of a t-shirts, pants, socks, and sport shoes.
- 4.3.2 The equipment of the professional staff (recorded on the score sheet) consists of a respectable t-shirts and sport shoes.
- 4.3.3 In the event of failure to comply to the dress code, the referee is to record a comment on the score sheet and act in accordance with the instructions of the league professional coordinator.
- 4.3.4 The color and the design of the shirt must be uniform for the entire team (except for the Liberos); players pants must be the same color.
 - 4.3.4.1 The game shirt must be intact and without tears.
- 4.3.5 The shoes must be light and pliable with rubber or composite soles that do not leave marks and without heels.
- 4.3.6 The players' jerseys/t-shirts must be numbered.
 - 4.3.6.1 The number must be placed on the jersey at the front and at the center of the back. The color and brightness of the numbers must contrast with the color and brightness of the jerseys. In exceptional cases, it is permitted to play with one number (only on the back) if the number is clearly visible and fulfils all the requirements.“
 - 4.3.6.2 The number must be a minimum of 15 cm in height on the front, and a minimum of 20 cm in height on the back. The stripe forming the numbers shall be a minimum of 2 cm in width.
 - 4.3.6.3 The team Captain must have a stripe on her jersey (sticker), placed on the front of the jersey, underlining the number.
- 4.3.7 It is forbidden to wear a uniform of a color different from that of the other players (except the Liberos), and/or without numbering as required.

CHANGE OF EQUIPMENT

- 4.4.1 The 1st referee may authorize one or more players:
 - 4.4.1.1 to change wet or damaged uniforms between sets or after substitution, provided that the color, design and number of the new uniform(s) are the same.
 - 4.4.1.2 To play in track suits in cold weather, provided that they are of the same color and design for the entire team (except the Libero players) and are numbered according to rule 4.3.6.

FORBIDDEN OBJECTS

- 4.5.1 It is forbidden to use or wear any objects that may cause injury (watch, necklace, earrings, etc.) or that could provide an artificial advantage to the player.
- 4.5.2 Players may wear glasses or contact lenses at their own risk.
- 4.5.3 During warm-up and regular play the use of magnesium, creams and gloves are not permitted to be used to improve grip on the ball. Only taping to protect fingers is authorized .

5. TEAM LEADERS

Both the team Captain and the Coach are responsible for the conduct and discipline of their team members.

TEAM CAPTAIN

- 5.1.1 Prior to the match, the team Captain signs the score sheet and represents her team in the toss.
- 5.1.2 During the match and while she is on the court, the team Captain serves as the game Captain. When the team Captain is not on the court, the Coach or the team Captain must appoint another player that is on the court to assume the role of game Captain. This game Captain maintains her responsibilities until she is substituted, or the team Captain returns to play, or the set ends. When the ball is out of play, only the game Captain is authorized to speak to the referee(s):
- 5.1.2.1 To request **clarification** about the application or interpretation of the rules and to submit the requests or questions of her teammates. If the game Captain does not agree with the explanation of the 1st referee, she may choose to protest the ruling, and must immediately indicate to the 1st referee that she reserves the right to record an official protest on the score sheet at the end of the match.
- 5.1.2.2 To ask permission:
- To change all or part of the equipment.
 - To verify the positions of the team members;
 - To check the floor, the net, the ball; etc.
- 5.1.2.3 In the absence of the Coach, the team Captain shall receive all responsibilities of the Coach as outlined in Section 5.2.
- 5.1.3 At the end of the match, the team Captain:
- 5.1.3.1 Thank the referees and signs the score sheet, to ratify the result.
- 5.1.3.2 If she timely notified the 1st referee, she may record on the score sheet an official protest regarding the referee's application or interpretation of the rules, on the condition that the protest is recorded up to 15 minutes from the conclusion of the match.

THE COACH

- 5.2.1 Throughout the match, the Coach conducts the play of his/her team from outside the playing court. He/she selects the starting line-ups, the substitutes, and requests time-outs.
- 5.2.2 Prior to the match, the Coach records or checks the names and numbers of his/her players on the score sheet and then signs it.

- 5.2.3 During the match, the Coach:
 - 5.2.3.1 Prior to each set, submits to the official scorer the line-up sheet of his/her team, duly filled in and signed.
 - 5.2.3.2 Sits on the team bench, nearest to the official scorer, but may leave the bench.
 - 5.2.3.3 Requests time-outs and player substitutions.
 - 5.2.3.4 Asks permission to check the positions of the team players, by checking the position of the player located in position 1, as long as this does not delay or interfere with the match in an unreasonable manner.
 - 5.2.3.5 May, along with the rest of the team members, give instructions to the players on court. The Coach is permitted to give these instructions while standing or walking within the free zone in front of his/her team's bench from the extension of the attack line to the warm-up area, without disturbing or delaying the match.
- 5.2.4 A player may serve as the Coach of her team if prior to the start of the match, she has been recorded as the Coach on the score sheet.
 - 5.2.4.1 While not on the court as a player, she would possess all responsibilities of the coach as outlined in Section 5.2.
 - 5.2.4.2 While in play, she would be defined as a player and the game Captain shall act in accordance with Section 5.1.2.3 (in the absence of a Coach).

ASSISTANT (ASSISTANT COACH)

- 5.3.1 The assistant sits on the team bench, but has no right to intervene in the match.
- 5.3.2 Should the Coach have to leave his/her team for any reason, including sanction, the assistant may, at the request of the game Captain and after approval from the 1st referee, assume the Coach's functions for the duration of the Coach's absence.

CHAPTER 3 – PLAYING FORMAT

6. TO SCORE A POINT; TO WIN A SET AND THE MATCH

6.1. TO SCORE A POINT

6.1.1 Point

A team scores a point:

- 6.1.1.1 By successfully causing the ball to touch the floor in the opponent's court.
- 6.1.1.2 When the opponent team commits a fault;
- 6.1.1.3 When the opponent team receives a penalty.

6.1.2 Fault:

A team commits a fault by making an action contrary to the rules.

(Or by violating them in some other way). The referees consider the faults and determine the consequences according to the rules:

- 6.1.2.1 If two faults or more faults are committed in succession in the same rally, only the first fault counts.
- 6.1.2.2 If two or more faults are committed by opponents simultaneously, a **DOUBLE FAULT** is declared 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 that 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 must serve next.

6.1.3.3 A team may be awarded only one point during a completed rally, except in the event of a sanction.

TO WIN A SET

6.2.1 The first team to reach 21 points with a minimum of a 2-point advantage wins the set (except the deciding set). In the case of a 20:20 tie, play is continued until a two-point lead is achieved (20:22, 21:23, 22:24...). (*Diagram 4.10*)

TO WIN THE MATCH

6.3.1 The match is won by the team that wins two sets.

6.3.2 In the event that both teams have won an equal number of sets, the deciding set is played to 15 points with a minimum of a 2-point advantage.

DEFAULT AND INCOMPLETE TEAM

- 6.4.1 If a team refuses to play at the scheduled time after being summoned to do so, it is declared in default, and a technical loss is recorded with the result 0-2 for the match and a result of 0:21 for each set.
- 6.4.2 A team that, without justifiable reason, does not appear on the playing court on time is declared in default with the same result as in Rule 6.4.1.
- 6.4.3 A team consisting of less than 6 players will be declared INCOMPLETE and the match will not take place. The team is declared in default with the same result as in Rule 6.4.1.
- 6.4.4 A team that is declared incomplete for the set or for the match, loses the set or the match, accordingly. The opponent team is awarded the points required in order to win the set, or the points and sets required to win the match. The incomplete team keeps points and sets won up until that declaration.

7. STRUCTURE OF PLAY

7.1. THE TOSS

Before the match, the 1st referee performs a coin toss to decide upon the first service and the sides of the court for the first set.

If a deciding set is to be played, a new toss will be carried out.

- 7.1.1 The toss is performed in the presence of the two team Captains.
- 7.1.2 The winner of the toss chooses either:
- 7.1.2.1 The right to serve or to receive the service,
OR
- 7.1.2.2 The side of the court.
The loser makes the remaining choice.

OFFICIAL WARM-UP SESSION

- 7.2.1 The teams are entitled to a 15-minute warm-up period.
- 7.2.2 The coin toss will be carried out 13 minutes before the start of the match and once completed, the teams will proceed to the official warm-up at the net. Each team will receive half a court on both sides of the net for the official warm-up at the net.

TEAM STARTING LINE-UP

- 7.3.1 At all times, each team must have six players in play.
The team's starting line-up indicates the rotational order of the players on the court. This order must be maintained throughout the set.

- 7.3.2 Before the start of each set, the Coach must submit the starting line-up of his/her team on a line-up sheet. The sheet is submitted, duly filled in and signed, to the scorer.
- 7.3.3 The players who are not in the starting line-up of a set are the substitutes for that set (except the Libero players).
- 7.3.4 Once the line-up sheet has been submitted to the scorer (or the recording of the starting line-up has been completed), no change in the line-up sheet may be authorized without a regular substitution.
- 7.3.5 Discrepancies between the line-up sheet and the players' positions on the court shall be handled with as follows:
 - 7.3.5.1 When such a discrepancy is discovered before the start of the set, players positions must be rectified according to those on the line-up sheet – there will be no sanction.
 - 7.3.5.2 When, before the start of the set, a player on the court is found to not be registered on the line-up sheet of that set, this player must be changed to conform to the line-up sheet – there will be no sanction.
 - 7.3.5.3 However, if the Coach wishes to keep such non-recorded player(s) on the court, he/she has to request regular substitution(s), by use of the corresponding hand signal, which will then be recorded on the score sheet.
 - 7.3.5.4 If a discrepancy between players positions and the line-up sheet is discovered later, the team at fault must revert to the correct positions. The opponent team receives a point and the next service.

POSITIONS

At the moment the ball is thrown by the server, each team must be positioned within its own court in the rotational order (except for the server).

- 7.4.1 The positions of the players are numbered as follows:
 - 7.4.1.1 The three players along the net are front-row players and occupy positions IV (front-left), III (front-center) and II (front-right).
 - 7.4.1.2 The other three are back-row players occupying positions V (back-left) VI (back-center) and I (back-right).
- 7.4.2 Relative positions between players:
 - 7.4.2.1 Each back-row player must be positioned further back from the center line than the corresponding front-row player.
 - 7.4.2.2 The front-row players and the back-row players, respectively, must be positioned laterally in the order indicated in Rule 7.4.1.
- 7.4.3 The positions of players are determined and controlled according to the positions of their feet contacting the ground, as follows:

- 7.4.3.1 Each front-row player must have at least a part of her foot closer to the center line than the feet of the corresponding back-row player.
- 7.4.3.2 Each right (left) side player must have at least a part of her foot closer to the right (left) sideline than the feet of the center player in that row.
- 7.4.4 After the service throw, the players may move around and occupy any position on their court and the free zone.

7.5. POSITIONAL FAULT

- 7.5.1 The team commits a positional fault if any 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 of the service throw, the server's fault is considered as preceding a positional fault.
- 7.5.3 A positional fault leads to the following consequences:
 - 7.5.3.1 The team is sanctioned with a point and service transfers to the opponent.
 - 7.5.3.2 Players' positions are rectified by the Referee.

7.6. ROTATION

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

7.7. ROTATIONAL FAULT

- 7.7.1 A rotational fault is committed when the SERVICE is not made according to the rotational order.
- 7.7.2 A rotational fault precedes any other fault, even if it is discovered after completion of the rally, and leads to the following consequences:
 - 7.7.2.1 The team is sanctioned with a point and service transfers to the opponent.
 - 7.7.2.2 The players rotational order must be rectified.
 - 7.7.2.3 In case of a rotational fault during which the team scored more than 1 point in completed rallies and/or there was a number of successive rotational faults, once the rotational fault is discovered the team is sanctioned with a point and service to the opponent, with no point(s) cancellation taking place.

8. STATES OF PLAY

8.1. BALL IN PLAY

The ball is considered "in play" from the moment that the service throw is authorized by the 1st referee.

8.2. BALL OUT OF PLAY

The ball is considered "out of play" at the moment a fault occurs that is whistled by one of the referees; in the absence of a fault, at the moment of the whistle.

8.3. BALL "IN"

The ball is considered "in" if some part of the ball touches the court, including the boundary lines.

8.4. BALL "OUT"

A ball is "out" when:

- 8.4.1 The part of the ball that made contact with the floor is completely outside the boundary lines.
- 8.4.2 It touches a foreign object outside the court, the ceiling, or a person that is out of play.
- 8.4.3 It touches the antennae, cables, 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 in its entirety the vertical plane in the lower space under the net.

9. PLAYING THE BALL

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

9.1. TEAM CONTACTS WITH THE BALL

Contact is any contact of a player with the ball.

The team is entitled to a maximum of 3 contacts (in addition to blocking) in order to return the ball. Therefore, a maximum of 2 passes is permitted between players of the team. If more contacts occur, the team commits the fault of "FOUR CONTACTS".

9.1.1 Consecutive Contacts

- 9.1.1.1 A player is permitted consecutive contacts while attempting to catch the ball, provided that all consecutive contacts occur successively during one action and without support of any structure/object. Consecutive contacts used by a player for a purpose other than catching the ball will be considered a fault.
- 9.1.2 Simultaneous Contacts
- Two or three players may touch the ball at the same time.
- 9.1.2.1 When two (or three) team-mates touch the ball simultaneously, it is counted as 2 (or 3) contacts (with the exception of blocking). If they reach for the ball together, but only one of them touches it, one 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 to whose side the ball remained is entitled to another 3 contacts. If such a ball goes "out", it is the fault of the team on the opposite side than where the ball fell.
- 9.1.3 Assisted Contact
- Within the boundaries of the playing area, a player is not permitted to be assisted by a teammate or any structure/object in order to catch the ball.

CONTACT CHARACTERISTICS

- 9.2.1 The ball may touch any part of the player's body.
- 9.2.2 The ball may touch various parts of the body provided that the contacts take place simultaneously or as consecutive contacts.
- Exceptions:
- 9.2.2.1 At blocking, several consecutive contacts may be made by one or more blocking players, provided that the contacts occur during one action.
- 9.2.3 It is forbidden to intentionally hit, strike or kick used in order to catch the ball.
- 9.2.4 A ball that rebounds from a player unintentionally and crosses to the opponent's court (through the crossing space), without having been caught by the team player, will be considered legal and the rally will continue until one team scores a point.

STEPS

- 9.3.1 A step is defined as lifting the foot from the floor and placing it back on the ground.
- 9.3.2 When the ball is in a player's hands, steps are forbidden, except in the following situations:
- 9.3.2.1 A single step, provided that the throw is completed before conclusion of the step, and not after it has finished, in which case the throw will be considered as travelling with the ball.

- 9.3.2.2 Up to 2 steps that end with a jump, provided that the throw is completed before the player's landing.
- 9.3.2.3 Up to 3 steps ending in a jump on both feet. The aim of the first 2 steps is to move forward and the third one must be a closing step which does not go beyond the line of the second step, and on the condition that the throw is completed upon the player's landing.
- 9.3.2.4 During an attempt to catch the ball, steps are permitted only as long as the player has momentum.

HOLDING THE BALL

The time of holding the ball before passing it is limited to 1 second.

FAULTS IN PLAYING THE BALL

- 9.5.1 Two contacts: a player touches the ball more than once, and not as consecutive contacts. (*Diagram 4.17*)
- 9.5.2 Four contacts: a team touches the ball 4 times before returning it. (*Diagram 4.18*)
- 9.5.3 Assisted contact: a player is assisted by a teammate or any structure/object in order to catch the ball within the playing area. (*Diagram 4.21*)
- 9.5.4 An intentional hit, strike, or kick at the ball. (*Diagram 4.26*)
- 9.5.5 Holding: The ball is held by a player for longer than 1 second, unless the player is in movement during an attempt to catch the ball and has yet to gain control over the ball. (*Diagram 4.16*)
- 9.5.6 Steps: A player steps more than permitted in Rule 9.3. (*Diagram 4.5*)

10. BALL AT THE NET

10.1. BALL CROSSING THE NET

- 10.1.1 A ball sent to the opponent's court must go over the net within the crossing space. The crossing space is the part of the vertical plane of the net limited as follows:
 - 10.1.1.1 From the bottom, by the top of the net.
 - 10.1.1.2 At the sides, by the antenna, and their imaginary extension.
 - 10.1.1.3 From above, by the ceiling.

BALL TOUCHING THE NET

While crossing the net, the ball may touch it.

10.3. BALL IN THE NET

- 10.3.1 Play is continued when a ball driven into the net, within the limits of the three contacts permitted to the team.
- 10.3.2 If a ball rips the mesh of the net or tears it down, the rally is cancelled and replayed.
- 10.3.3 It is not possible to use the net as a supportive touch in order to catch a ball that has rebounded towards the net.

10.4. REACHING BEYOND THE NET

In blocking, a player may touch the ball beyond the net, provided that she does not interfere with the opponent's play before or during the latter's attack action.

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 a foot (feet), provided that some part of the penetrating foot (feet) remains either in contact with or directly above the center line.
 - 10.5.2.2. It is permitted to touch the opponent's court with any part of the body above the feet, provided that it does not interfere with the opponent's play.
- 10.5.3. Players may penetrate the opponent's free zone, 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 considered a fault, if made while playing the ball or it interferes with the play. It shall be considered an interference in the following cases:
- Touching the net while playing the ball; or
 - Leaning on the net while playing the ball; or
 - Pulling at the net - creating an advantage over the opponent.
- 10.6.2. Players may touch the post, ropes, or any other object outside the antenna, including the net itself, provided that it does not interfere with the play.
- 10.6.3. When the ball is driven into the net, causing it to touch an opponent player, no fault is committed.

10.7. PLAYER'S FAULTS 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 into 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 space underneath 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; or
 - Pulling at 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, which is located in the service zone.

11.1. 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 as determined by the coin toss.
- 11.1.2. The other sets will start with service by the team that did not serve first in the previous set.

11.2. SERVICE ORDER

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

11.3. PERMISSION FOR SERVICE

The 1st referee authorizes the service after having checked that the two teams are ready for play and that the server is in possession of the ball.

EXECUTION OF SERVICE

- 11.4.1. The ball shall be thrown towards the opponent's court.
- 11.4.2. Service cannot be executed using a hit/strike.
- 11.4.3. During the serve, the server must not touch the court (including the end line) or the floor outside the service zone.
- 11.4.4. The server must throw the ball within 8 seconds of the 1st referee's whistle for service.
- 11.4.5. Service executed before the referee's whistle is cancelled and is to be repeated.
- 11.4.6 **Visual Block**

The players of the serving team must not prevent their opponent through individual or collective screening, from seeing the service hit and the flight path of the ball.

The player or a group of players of the serving team make(s) a screen by waving arms, jumping or moving sideways during the execution of the service, or by standing grouped, in order that both the service hit and the flight path of the ball are hidden.

This will be considered as an aggressive behavior and unfair play.
Referee will give a first warning to the team.

If not implemented throughout the game a point will be given to the the receiving team and the right to serve

FAULTS DURING SERVICE

- 11.5.1. **Serving offenses**

The following faults transfer the right of service, even if the receiving team is not in their correct positions:

 - 11.5.1.1. The server has disrupted the service order; Rotation fault; *(Diagram 4.13)*
 - 11.5.1.2. The server does not perform the serve properly; *(Diagram 4.11, 4.22)*
 - 11.5.1.3. Players standing close to the net acted to hide the flight path of the ball, as per Section 11.4.6 *(Diagram 4.12)*
- 11.5.2. **Faults after the serve:**

After the ball has been properly thrown, a service fault occurs (unless one of the players is out of position) if the ball:

 - 11.5.2.1. Touches a player of the serving team or fails to cross in its entirety the vertical plane of the net through the crossing space; *(Diagram 4.19)*
 - 11.5.2.2. Goes "out"; *(Diagram 4.15)*

SERVICE FAULTS AND POSITIONAL FAULTS

- 11.6.1. If the server commits a fault while performing the serve (improper execution, wrong rotational order, etc.) and the opponent is out of position, the serving fault is foremost and is sanctioned.
- 11.6.2. Contrarily, if the serve was executed correctly, but after the release of the serve the service becomes faulty (goes out, goes over a screen, etc.) the positional fault is foremost and is sanctioned.

12. ATTACK ACTION

All actions whose purpose is to direct the ball towards the opponent, with the exception of serving and blocking, are considered as attack actions.

CHARACTERISTICS OF THE ATTACK ACTION

- 12.1.1. A spike is an attack action executed while standing or jumping. In order to spike, up to 2 approach steps ending in a jump are allowed, as detailed in Section 9.3 (Steps).
- 12.1.2. The approach steps are counted only from the moment the ball has been caught. If a player catches the ball while moving, the approach steps will be counted only after the conclusion of the step in which she gains control of the ball.

RESTRICTIONS OF THE ATTACK ACTION

- 12.2.1. A back-row player (except for a "Libero" player) may complete an attack action from the back zone:
 - 12.2.1.1. At the time of the jump, the player's foot (feet) must neither have touched nor crossed over the attack line.
 - 12.2.1.2. After throwing the ball, the player may land within the front zone.
- 12.2.2. A back-row player may also complete an attack action from the front zone in any manner, on the condition that at the moment of the throw, the ball in its entirety is not higher than the top of the net.
- 12.2.3. No player is permitted to complete an attack action against the opponent's service unless the player catches the ball while standing and only then attacks. If the player catches the serve in the air and prior to landing completes a spike into the opponent's court, the attack will be considered a fault of "ATTACK ACTION".

FAULTS OF THE ATTACK ACTION

- 12.3.1. A player throws the ball "out". (*Diagram 4.15*)
- 12.3.2. A back-row player completes an attack action from the front zone, if at the moment of release, the ball in its entirety is higher than the top of the net. (*Diagram 4.21*)
- 12.3.3. A player completes an attack action on the opponent's service, per Rule 12.2.3. (*Diagram 4.21*)
- 12.3.4. A Libero player completes an attack action, if at the moment of release, the ball in its entirety is higher than the top of the net. (*Diagram 4.15*)
- 12.3.5. An attacking player whose hand is in contact with the ball must release the ball before the hand passes the vertical plane of the net, into the opponent's court. In case the ball returns to the attacking player's side without having been released into the opponents' court, this shall be considered a foul by the attacker.
- 12.3.6. A player performs steps in violation of Section 12.1. (*Diagram 4.5*)

13. BLOCK

13.1. BLOCKING

- 13.1.1. Blocking is the action of players located close to the net, whose purpose is to prevent the ball coming from the opponent's court, from entering the blocking team's court. Blocking takes place by extending the hands out while in contact with the ball above the upper edge of the net.
- 13.1.2. Only front players are allowed to complete a block.
- 13.1.3. Attempted block:

An attempted block is a blocking action that does not make contact with the ball.

13.1.4. Completed block:

A block is completed when at least one blocker touches the ball.

13.1.5. Collective block:

A collective block is executed by two or three players close to one another and is completed when one of them touches the ball.

13.2. BALL CONTACT DURING BLOCK

One or more blockers may make consecutive (quick and continuous) contact with the ball, provided that the contacts occur during one action.

13.3. BLOCKING WITHIN THE OPPONENT'S SPACE

While blocking, the player may extend her hands and arms beyond the net, provided that this action does not interfere with the opponent's play. Thus, it is not permitted to touch the ball beyond the net until an opponent has executed an attack action.

13.4. BLOCK AND TEAM CONTACTS

13.4.1. A block contact is not counted as a team contact. Consequently, after a block contact, a team is entitled to three contacts to return the ball.

13.4.2. The first contact after the block may be executed by any player, including the player that touched the ball during the block.

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

13.5. BLOCKING THE SERVICE

It is forbidden to block an opponent's service.

13.6. BLOCKING FAULTS

13.6.1. The blocker touches the ball in the opponent's space either before or simultaneously with the opponent's attack action. (*Diagram 4.12*)

13.6.2. A back-row player or "Libero" player completes a block or participates in a completed block. (*Diagram 4.12*)

13.6.3. Blocking the opponent's service. (*Diagram 4.12*)

13.6.4. The ball goes "out" from the block. (*Diagram 4.15*)

13.6.5. A Libero participated in an individual or collective attempted block. (*Diagram 4.12*)

CHAPTER 5 – INTERRUPTIONS, DELAYS AND INTERVALS

14. REGULAR GAME INTERRUPTIONS

Regular game interruptions are "time-outs" and "substitutions".

A game interruption is the time between one completed rally and the 1st referee's whistle for the next service.

14.1. NUMBER OF REGULAR GAME INTERRUPTIONS

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

14.2. REQUEST FOR REGULAR GAME INTERRUPTIONS

14.2.1. The regular game interruptions can be requested by the Coach, or in the Coach's absence, by the acting game Captain, and only by them.

The request is made by the suitable hand signal, when the ball is out of play and before the whistle for the next service. (*Diagram 4.4, 4.5*)

14.2.2. A request for substitution made before the beginning of a set is permitted and should be recorded as a regular substitution in that set.

14.3. CONSECUTIVE GAME INTERRUPTIONS

14.3.1. One or two requests for a time-out and one request for a substitution by the same team can be made one after the other without any need to renew the game.

14.3.2. Contrarily, a team is not permitted to submit consecutive requests for substitutions in the same game interruption. Two or more players may be substituted during the same game interruption.

14.4. TIME-OUTS

14.4.1. All requested time-outs are for a duration of 30 seconds.

14.4.2. During all the time-outs, the players in-play must go to the free zone nearest their team's bench.

14.5. SUBSTITUTION

A substitution is the act by which a player, other than the Libero and the player that the Libero has replaced, enters the game to occupy the position of another player, who must leave the court at that moment. This is done after being recorded by the scorer. A substitution requires the permission of the referee.

LIMITATIONS OF SUBSTITUTION

- 14.6.1. Each time is permitted up to six substitutions per set. One player or more players may be substituted at the same time.
- 14.6.2. A starting line-up player may be substituted off the court and return, but only once in a set, and only to his/her previous position in the line-up.
- 14.6.3. A substitute player may enter the game in place of a starting line-up player only once a set, and she can only be substituted by the same starting player.

EXCEPTIONAL SUBSTITUTION

- 14.7.1. An injured or sick player (excluding the "Libero") who is unable to continue to play is to be substituted in a regular substitution. If this is not possible, the team is permitted to make an exceptional substitution, which is not in accordance with the restrictions stated in Section 14.6.
- 14.7.2. An exceptional substitution means that any player who is not on the court at the time of the injury/illness, excluding the "Libero", the second Libero, and the regular player they replace, may be substituted into the game for the injured/ill player. The substituted injured/ill player is not permitted to return to the court throughout the entire match.
- 14.7.3. If a team requests an exceptional substitution with the "Libero" player, the "Libero" player is to be replaced on the court by the regular player, change into a game jersey that matches the remainder of the teammates and is numbered accordingly, then complete the exceptional substitution with the injured/ill player.
- 14.7.4. An exceptional substitution with a "Libero" player will be permitted on the condition that there is no possibility for an exceptional substitution with a player that is not defined as a "Libero" player.
- 14.7.5. A "Libero" player that has partaken in an exceptional substitution will not revert to a "Libero" player in the match.
- 14.7.6. Under no circumstances can an exceptional substitution be counted as a regular substitution.

SUBSTITUTION FOR EXPULSION OR DISQUALIFICATION

An expelled or disqualified player must be immediately substituted through a regular substitution. If this is not possible, the team is declared INCOMPLETE.

ILLEGAL SUBSTITUTION

- 14.9.1. A substitution is illegal if it does not meet the limitations stated in Section 14.6 (except the case of Rule 14.7).
- 14.9.2. When a team has made an illegal substitution and play has resumed, the following procedure shall apply:
 - 14.9.2.1. The violating team is sanctioned with a point and service is awarded to the opponent.
 - 14.9.2.2. The substitution must be corrected.

SUBSTITUTION PROCEDURE

- 14.10.1. Substitution must be performed within the substitution zone.
- 14.10.2. A substitution shall only last for the time required to record the substitution on the score sheet and for the entry and exit of the players.
- 14.10.3. When requesting a substitution, the player(s) must be ready to enter the court, located close to the substitution zone.
- 14.10.4. If this is not the situation, the substitution is not to be permitted, and the team is to be sanctioned for a delay.
- 14.10.5. If the team intends to make more than one substitution in the same request, the number of substitutions must be indicated during the request. In this case, substitutions must be made in succession, one pair of players after another.

IMPROPER REQUESTS

- 14.11.1. It not permitted to request any sort of game interruption:
 - 14.11.1.1. During a rally, or during/after the whistle to serve,
 - 14.11.1.2. By a non-authorized team member.
 - 14.11.1.3. For a second substitution during the same interruption by the same team.
 - 14.11.1.4. After having exhausted the permitted number of time-outs and substitutions.
- 14.11.2. The first improper request in the match that does not affect the game or delay the game shall be rejected with a warning, and without any further consequences.
- 14.11.3. Any additional improper request in the match by the same team constitutes a delay and is to be sanctioned accordingly. (*Diagram 4.25*)

15. GAME DELAYS

15.1. TYPES OF DELAY

An improper action of a team that prevents the renewal of the game is a delay, and includes, amongst others:

- 15.1.1. A delay in the substitution of players.
- 15.1.2. Prolonging interruptions, after having been instructed to resume the game.
- 15.1.3. Requesting an illegal substitution.
- 15.1.4. Repeating an improper request.
- 15.1.5. Delaying the game by a team member.

DELAY SANCTIONS

- 15.2.1. The "delay warning" and "delay penalty" are team sanctions.
 - 15.2.1.1. Delay sanctions are valid for the entire match.
 - 15.2.1.2. All delay sanctions are recorded on the score sheet.
- 15.2.2. The first delay in a match by a team member is sanctioned with a "delay warning". (*Diagram 4.25*)
- 15.2.3. The second delay and subsequent delays of any type, made by any member of the same team in the same match, constitute a fault and are sanctioned with a "delay penalty": a sanctioned point and service to the opponent. (*Diagram 4.25*)
- 15.2.4. Delay sanctions imposed before or between sets are applied to the following set.

16. EXCEPTIONAL GAME INTERRUPTIONS

16.1. INJURY

- 16.1.1. Should a serious injury occur while the ball is in play, the referee must immediately stop the game and permit medical assistance to enter the court.
The rally is then replayed.
- 16.1.2. The injured player is given a 3-minute recovery period, but only once for the same player in the match.
- 16.1.3. If the player does not recover within the 3 minutes, and it is not possible for a regular or exceptional substitution, the team is declared incomplete.

EXTERNAL INTERFERENCE

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

PROLONGED INTERRUPTIONS

- 16.3.1. If unforeseen circumstances interrupt the match, the referee shall decide the measures to be taken to re-establish normal conditions for the match.
- 16.3.2. If the match is resumed on the same playing court, the interrupted set shall resume normally with the same score, players and positions. The results of the previously played sets are preserved.
- 16.3.3. If the match is resumed on a different playing court, the interrupted set is cancelled and replayed with the same players and the same starting line-ups. The results of the previously played sets are preserved.
- 16.3.4. If the match is resumed on a different date, the match shall be replayed in its entirety.

17. INTERVALS BETWEEN SETS AND CHANGING COURTS

17.1. INTERVALS BETWEEN SETS

The intervals between sets are for a duration of 3 minutes.

During this time, the change of courts is performed and the line-ups for the teams are recorded on the score sheet.

CHANGING COURTS

After each set, the teams change courts, with the exception of prior to the deciding set. (*Diagram 4.3*)

CHAPTER 6 – THE LIBERO PLAYER

18. THE LIBERO PLAYER

18.1. DESIGNATION OF THE LIBERO

- 18.1.1. Each team has the right to designate, from its list of players, up to two specialist defensive players: Liberos, on the condition:
- 18.1.1.1. If a team consists of at least 8 players, 1 to 2 of the players may be designated as the Libero player; this can be done for 1 or more sets. In between sets, 1 or 2 new players may be designated as Libero.
 - 18.1.1.2. If a team consists of at least 7 players, one of the players may be designated as the Libero; this can be done for 1 or more sets. In between sets, a new player may be designated as Libero.
- 18.1.2. All Libero players must be recorded on the score sheet prior to the start of the set.
- 18.1.3. 2 Liberos may be assigned per team.
The Libero on the court is the acting Libero.
Only one Libero may be on the court at any time.
- 18.1.4. A Libero is not permitted to serve as team Captain, or game Captain, or as a Coach.

EQUIPMENT

The Libero must wear a uniform in which at least the jersey is a contrasting color to the color of the rest of the team. The "Libero" uniform may be of a different style, but must be numbered like the remainder of the team.

ACTIONS INVOLVING THE LIBERO

18.3.1. Playing actions:

- 18.3.1.1. The Libero is allowed to replace any player in a back-row position.
- 18.3.1.2. The Libero is limited to act only as a back-row player and is not allowed to complete an attack action from anywhere if at the moment of the throw, the ball in its entirety is higher than the top of the net.
- 18.3.1.3. The Libero may not serve or block.

18.3.2. Player substitutions involving Libero.

- 18.3.2.1. Libero Replacements are not counted as regular substitutions.

They are unlimited, but at least one completed rally must take place between two Libero replacements.

- 18.3.2.2. A regular player may replace and be replaced by either of the two Libero players. The active Libero player can be replaced by either the regular player for that position, or by the second Libero.
- 18.3.2.3. Libero replacements must take place only when the ball is out of play and before the whistle for service.

At the start of each set, the Libero is permitted to enter the court only after the Referee/Scorer has checked that the starting line-up matches the score sheet.

- 18.3.2.4. A Libero replacement made after the whistle for service but before the service throw, should not be rejected; however, at the end of the rally, a verbal warning will be issued.

Subsequent late Libero replacements shall result immediate interruption of the rally, and a delay sanction. The team to serve next will be determined by the level of the delay sanction.

- 18.3.2.5. The Libero and the replacing player may only enter or leave the court through the Libero replacement zone.

- 18.3.2.6. An illegal Libero replacement may occur (amongst others):

- A rally was not completed between two Libero replacements.
- The Libero was replaced by a different player than the regular replacement player for that position.

An illegal Libero replacement should be sanctioned like a rotational fault.

RE-DESIGNATION OF A NEW LIBERO

- 18.4.1. In between sets, the coach may designate a new Libero player instead of a regular player. The new Libero player must wear the complete Libero uniform of the game and the Libero player who was replaced should wear the complete uniform of a regular player of the game.
- 18.4.2. If during a set one of the Libero players registered in the score sheet is determined unable to continue playing, the coach may designate any other player (except for a substituted regular player) who is not on the court at the time of the designation, as the new Libero until the end of the set. The coach must submit to the referee a request to appoint the new Libero player. The player must wear the complete Libero player uniform of the game.

EXPULSION OR DISQUALIFICATION

If a Libero is expelled or disqualified, she may be immediately replaced by the team's second Libero. If the team has only one Libero, it will continue to play without a Libero for the duration of the sanction.

CHAPTER 7 – PARTICIPANTS' CONDUCT

19. CONDUCT REQUIREMENTS

19.1. SPORTSMANLIKE CONDUCT

- 19.1.1. Participants must know the "Official Catch'n Serve Ball Rules of the game" and abide by them.
- 19.1.2. Participants must accept referees' decisions in a sportsmanlike manner, and without disputing them.

In case of doubt, clarification may be requested only by the game Captain.
- 19.1.3. Participants must refrain from actions or behavior intended to influence the referees' decisions or cover up faults committed by their team.

FAIR PLAY

- 19.2.1. Participants must behave respectfully and courteously in the spirit of FAIR PLAY, not only towards the referees, but also towards other officials, the opponent, teammates and spectators.
- 19.2.2. Catch'n Serve Ball will periodically update the guidelines of FAIR PLAY, and these guidelines will pertain to all league participants.
- 19.2.3. The main principles of FAIR PLAY are: fair competition, mutual respect, friendship, team spirit and equal opportunities. Additionally, there are unwritten rules, such as: integrity, solidarity, tolerance, consideration, excellence and love of the game.
- 19.2.4. The FAIR PLAY card is a green-colored card that recognizes acts of fair play by the participants during the match and is presented by the referee. A green card may be presented to a team player, Coach, member of another team, or spectators in the following situations:
 - 19.2.4.1. A unique act or gesture of sportsmanlike conduct.
 - 19.2.4.2. Acceptance and respect for the referee's decision.
 - 19.2.4.3. Fair conduct towards players on the opposing team.
 - 19.2.4.4. A show of support of players, in accordance with the FAIR PLAY principles.
- 19.2.5. Communication between team-mates during the match is permitted.
- 19.2.6. A team is liable for any unsportsmanlike act carried out by a team player; a team staff member; team fans; an entity associated the team; and/or any other entity associated with the team.
- 19.2.7. The team liability extends beyond the game time and obligates the team to maintain sportsmanlike behavior and prevent any slander through negative publicity.
- 19.2.8. It is prohibited to boo or cheer in an unsportsmanlike manner or in a manner contrary to FAIR PLAY.
- 19.2.9. The values of sportsmanship apply to all entities detailed in Section 19.2.6.

19.2.10. In order to enforce the sportsmanlike values, the referee has the following authorization:

19.2.10.1. A verbal warning to the game Captain along with a request to stop the unsportsmanlike conduct and/or interrupt and replay of the rally (Repeat rally) due to the interference cause by the unsportsmanlike conduct and/or

19.2.10.2. Sanctioning the team in accordance with the sanction scale, including sanctions of a penalty, awarding a point to the opposing team and/or

19.2.10.3. Discontinuation of play. In such a case, a decision to continue play or a ruling of a technical loss of the set/match will be determined by the professional coordinator.

20. MISCONDUCT AND ITS SANCTIONS

20.1. MINOR MISCONDUCT

Minor misconduct offenses do not require sanctions. It is the 1st referee's duty to prevent the teams from approaching the sanctioning level, through a verbal warning, or through hand signals towards the team member or to the team, through the team Captain.

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

MISCONDUCT LEADING TO SANCTIONS

Misconduct by a team member towards officials, opponents, teammates, or spectators is classified into three categories, according to the severity of the offense.

20.2.1. Rude conduct: An action contrary to good manners and moral principles, or any action demonstrating contempt.

20.2.2. Offensive conduct: defamatory or insulting words or gestures.

20.2.3. Violent conduct: an actual physical attack, or aggressive or threatening behavior.

SANCTION SCALE

According to the judgment of the 1st referee and depending on the severity of the offense, the sanctions applied and recorded on the score sheet are: Penalty, Expulsion or Disqualification.

20.3.1. Penalty (*Diagram 4.7*)

Rude conduct by any team member is penalized the first time in a match with a point and service awarded to the opponent.

20.3.2. Expulsion (*Diagram 4.8*)

20.3.2.1. A team member who is sanctioned by expulsion shall not play for the remainder of the set, and must remain seated on the team bench, with no other consequences.

An expelled Coach loses the right to intervene in that set and must remain seated on the team bench.

20.3.2.2. The first offensive conduct by a team member is sanctioned by expulsion with no other consequences.

20.3.2.3. The second rude conduct in the same match by the same team member is sanctioned by expulsion with no other consequences.

20.3.3. Disqualification (*Diagram 4.9*)

20.3.3.1. A team member sanctioned with disqualification must leave the court immediately for the remainder of the match with no other consequences.

20.3.3.2. The first physical attack, or implied or threatened aggression is sanctioned by disqualification with no other consequences.

20.3.3.3. The second offensive conduct in the same match by the same team member is sanctioned by disqualification with no other consequences.

20.3.3.4. The third rude conduct in the same match by the same team member is sanctioned by disqualification with no other consequences.

APPLICATION OF MISCONDUCT SANCTIONS

20.4.1. All misconduct sanctions are individual sanctions, remain valid for the entire match, and are recorded on the score sheet.

20.4.2. Repetitive misconduct by the same team member in the same match is sanctioned with progressive severity (the team member receives a more severe sanction for each additional offense).

20.4.3. Expulsion or disqualification due to offensive or violent conduct does not require a previous sanction.

MISCONDUCT BEFORE AND BETWEEN SETS

Any misconduct occurring before or between sets is sanctioned according to Section 21.3 and sanctions are applied to the following set.

SANCTION CARDS

Warning: no sanction – Stage 1: verbal warning or hand sign, no card

Stage 2: Yellow card presented (*Diagram 4.6*)

Penalty: Red card presented (*Diagram 4.7*)

Expulsion: Red + Yellow cards presented in one hand (*Diagram 4.8*)

Disqualification: Red + Yellow cards presented in both hands (*Diagram 4.9*)

PART 2

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

CHAPTER 8 – THE REFEREES

21. REFEREE STAFF AND PROCEDURES

21.1. COMPOSITION

The referee staff for a match is composed of the following officials:

- The 1st referee.
- The 2nd referee (at the discretion of the professional coordinator)
- The scorer
- Four (two) line judges (at the discretion of the professional director)

PROCEDURES

21.2.1. Only the 1st referee and 2nd referee may blow a whistle during the match.

21.2.1.1. The 1st referee signals for the service that begins the rally.

21.2.1.2. The 1st referee and 2nd referee signal the end of a rally, if they are certain a fault has been committed and they have identified its nature.

21.2.2. They may blow the whistle when the ball is out of play to indicate that they permit or reject a request by a team.

22.2.1 Immediately following the referee's whistle signaling the completion of a rally, they must indicate with the official hand signals:

21.2.2.1. If the fault is whistled by the 1st referee he/she will indicate:

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

The 2nd referee should follow the first referee's hand signals by repeating them.

21.2.2.2. If the fault is whistled by the 2nd referee he/she has will indicate:

- a) the nature of the fault;
- b) the team to serve next, repeating the hand signal of the 1st referee.

In this case the 1st referee does not indicate the nature of the fault, only the team to serve next.

21.2.2.3. In the case of an attack action fault by a back-row player or by the Libero player, both referees indicate according to the above Section 21.2.3.1 and 21.2.3.2.

21.2.2.4. In case of a double fault, both referees indicate:

- a) the nature of the fault;
- b) the players at fault (if necessary);
- c) the team to serve next, as indicated by the 1st referee.

22. 1st REFEREE

22.1. LOCATION

The first referee performs his/her duties while standing on a referee's stand, located at one end of the net. His/her view should be approximately 50 cm above the net.

AUTHORITY

22.2.1. The 1st referee directs the match from its beginning to its end. He/she has authority over all members of the referee staff and team members.

During the match, the decisions of the 1st referee are final. He/she is authorized to overrule the decisions of other members of the referee staff, if he/she considers them to be incorrect.

The 1st referee is even authorized to replace a member of the referee staff who is not performing his/her functions properly.

22.2.2. The 1st referee is authorized to decide any matters related to the match, including those not provided for in the rules.

22.2.3. The 1st referee shall not permit any argument about his/her decisions.

However, at the request of the game Captain, the 1st referee will provide an explanation about the application or interpretation of the rules upon which the decision was made.

If the game Captain does not accept this explanation and chooses to protest against such a decision, she must immediately announce that she is reserving the right to file and record the protest at the conclusion of the match. The 1st referee must permit the game Captain this right.

22.2.4. The 1st referee is responsible for determining before and during the match whether the playing area, equipment, and the conditions meet playing requirements.

RESPONSIBILITIES

- 22.3.1. Prior to the match, the 1st referee:
- 22.3.1.1. Inspects the conditions of the playing area, the balls, and other equipment.
 - 22.3.1.2. Performs the coin toss in the presence of the team Captains;
 - 22.3.1.3. Oversees the teams' warm-up.
- 22.3.2. During the game, the 1st referee is authorized:
- 22.3.2.1. To issue warnings to the teams;
 - 22.3.2.2. To sanction misconduct and delays;
 - 22.3.2.3. To decide about:
 - a) Faults by the server and positions of the serving team,
 - b) Faults in playing the ball;
 - c) Faults above the net and in the upper portion of the net;
 - d) Attack-action faults by the Libero and back-row players;
 - e) The ball crossing the lower space under the net in its entirety;
 - f) A completed block by back-row players or an attempted block by the Libero.
- 22.3.3. At the conclusion of the match, he/she checks the score sheet and signs it.

23. 2nd REFEREE

23.1. LOCATION

The 2nd referee performs his/her functions while standing outside the playing court, near the post, across from and facing the 1st referee.

AUTHORITY

- 23.2.1. The 2nd referee is the assistant of the 1st referee, but also has his/her own areas of responsibility.
- If the 1st referee is unable to fulfill his duties, the 2nd referee may fulfill his/her role.

- 23.2.2. The 2nd referee, without whistling, may discretely signal faults beyond his/her area of responsibility, but may not insist upon them to the 1st referee.
- 23.2.3. The 2nd referee oversees the work of the scorer(s).
- 23.2.4. The 2nd referee oversees the team members on the team bench and reports their misconduct to the 1st referee.
- 23.2.5. The 2nd referee authorizes game interruptions, oversees their duration, and rejects improper requests.
- 23.2.6. The 2nd referee supervises the number of time-outs and player substitutions used by each team.
- 23.2.7. In the case of a player injury of a player, the 2nd referee authorizes an exceptional substitution or grants a 3-minute recovery time.

RESPONSIBILITIES

- 23.3.1. At the start of each set, at the change of courts, in the deciding set, and whenever necessary, the 2nd referee checks that the actual positions of the players on the court correspond to those on the line-up sheets.
- 23.3.2. During the match, the 2nd referee decides, whistles and signals:
 - 23.3.2.1. Penetration into the opponent's court and the space under the net;
 - 23.3.2.2. Positional faults of the receiving team;
 - 23.3.2.3. Faulty contact of a player with the net;
 - 23.3.2.4. A completed block by back-row players or an attempted block by the Libero; or the attack-action fault by back-row players or by the Libero.
 - 23.3.2.5. Contact of the ball with an outside object.
 - 23.3.2.6. Contact of the ball with the floor when the 1st referee is in a position that does not enable seeing the contact.
 - 23.3.2.7. A ball that crosses the net plane to the opponent's court, entirely or partially out of the crossing space, or contacts the antenna on the side of the court closest to him/her.
- 23.3.3. At the end of the game he/she signs the score sheet.

24. SCORER

24.1. LOCATION

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

RESPONSIBILITIES

The scorer manages the score sheet according to the rules, cooperating with the 2nd referee.

He/she uses a buzzer or other sound device to notify of irregularities or give signals to the referees, based on his areas of responsibility.

- 24.2.1. Prior to the match and before each set, the scorer:
 - 24.2.1.1. Records the data of the match 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 sheet.
If he/she fails to receive the line-up sheets on time, he/she immediately notifies the 2nd referee of this.
- 24.2.2. During the match, the scorer:
 - 24.2.2.1. records the points scored;
 - 24.2.2.2. Checks the serving order of each team and indicates any error to the referees, immediately following the service throw;
 - 24.2.2.3. Records the time-outs and player substitutions;
 - 24.2.2.4. Informs the referees of an illegal request for interruption;
 - 24.2.2.5. Informs the referees of the conclusion of sets;
 - 24.2.2.6. Records misconduct warnings, sanctions and improper requests;
 - 24.2.2.7. Records all other events as instructed by the 2nd referee, i.e. exceptional player substitution, recovery time, prolonged interruptions, external interferences, etc.
 - 24.2.2.8. Oversees the interval between sets.
- 24.2.3. At the end of the match, the Scorer:
 - 24.2.3.1. Records the final result;
 - 24.2.3.2. In case of a protest, after authorization by the 1st referee, writes or permits the team/game Captain to write on the score sheet the details related to the protested incident.
 - 24.2.3.3. After signing the score sheet, him/herself, he/she obtains the signatures of the team Captains, and then of the referees.

25. LINE JUDGES

25.1. LOCATION

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

Each one of them oversees the end line and the sideline closest to them.

RESPONSIBILITIES

- 25.2.1. The line judges perform their functions using flags (measuring 40x40 cm) to signal:
- 25.2.1.1. The ball "in" and "out", whenever the ball lands on the floor nearby to their line(s); (*Diagram 5.1, 5.2*)
 - 25.2.1.2. A contact with the ball made by a player before it goes "out". (*Diagram 5.3*)
 - 25.2.1.3. The ball that touches an antenna, a served ball that crosses the net outside the crossing space, etc.; (*Diagram 5.4*)
 - 25.2.1.4. Any player (except the server) that steps outside her court at the moment of the service throw; (*Diagram 5.4*)
 - 25.2.1.5. Foot faults by the serving player (*Diagram 5.4*)
- 25.2.2. At the request of the 1st referee, a line judge must repeat his/her signal.

26. OFFICIAL SIGNALS

26.1. REFEREES' HAND SIGNALS

The referees must use official hand signals to indicate the reason for their whistle (the nature of the fault whistled or the purpose of the authorized interruption). The signal has to be maintained for a moment, and if indicated with one hand, it is to be performed by the hand that corresponds to the side of the team that made the fault or the request. (*Drawings 4*)

LINE JUDGES' FLAG SIGNALS

The line judges must use an official flag signal to indicate the nature of the fault indicated, and maintain the signal for a moment. (*Diagrams 5*)

PART 3

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DIAGRAMS

DIAGRAM 1 – THE PLAYING AREA

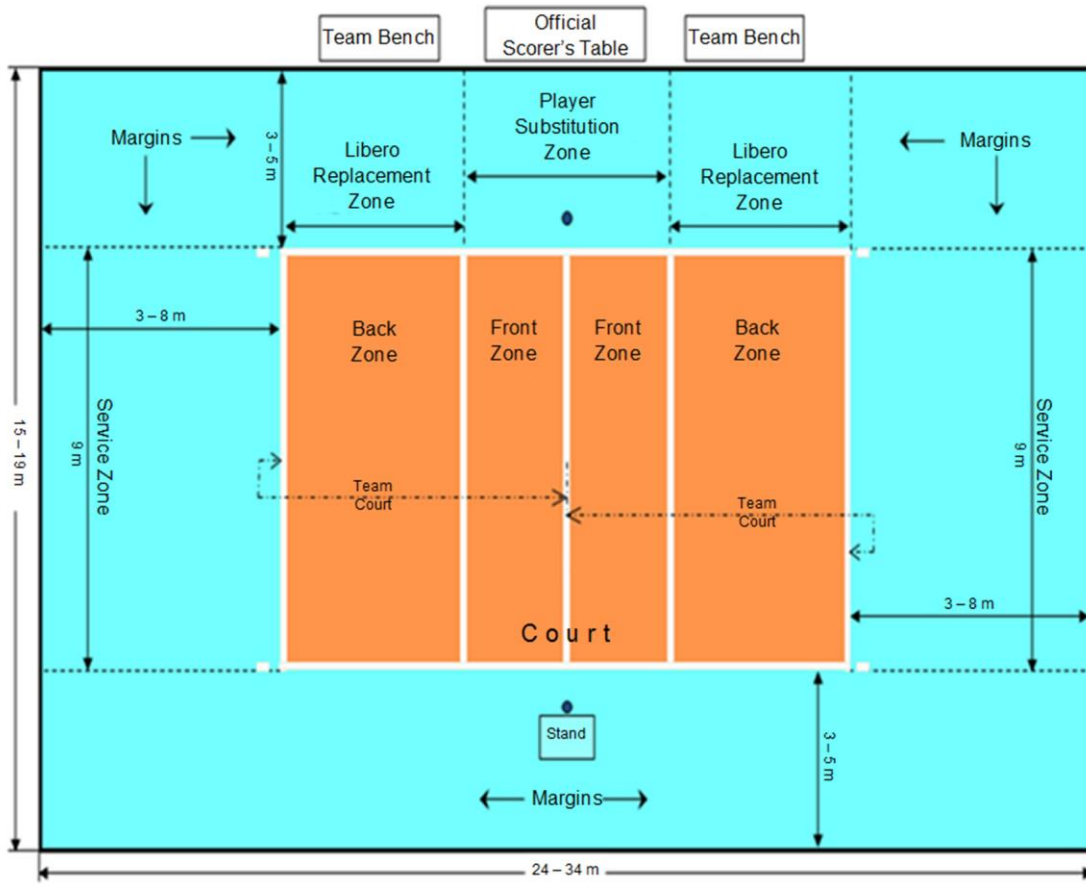


DIAGRAM 2 – THE COURT

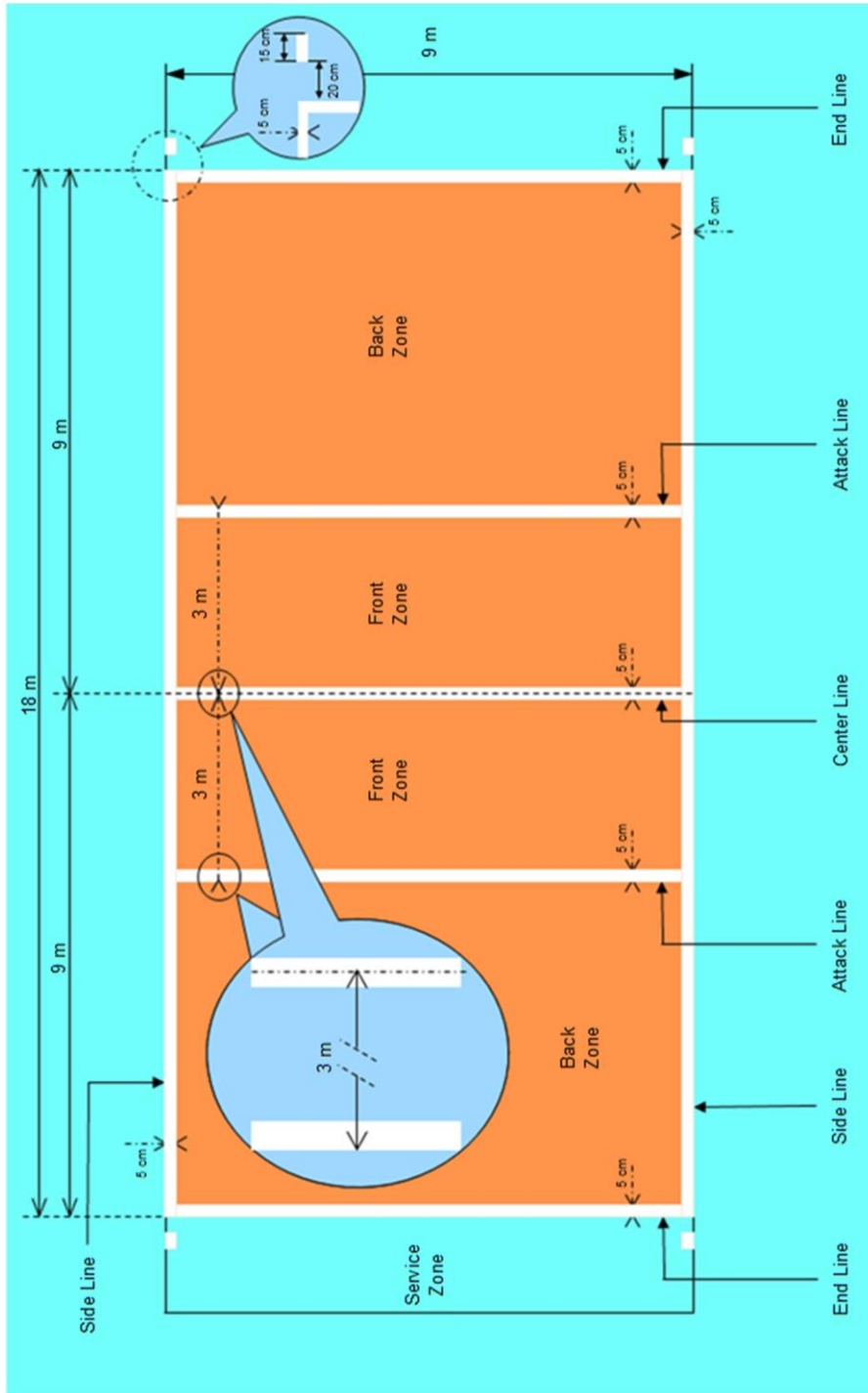


DIAGRAM 3 – THE NET, THE ANTENNA AND THE CROSSING SPACE

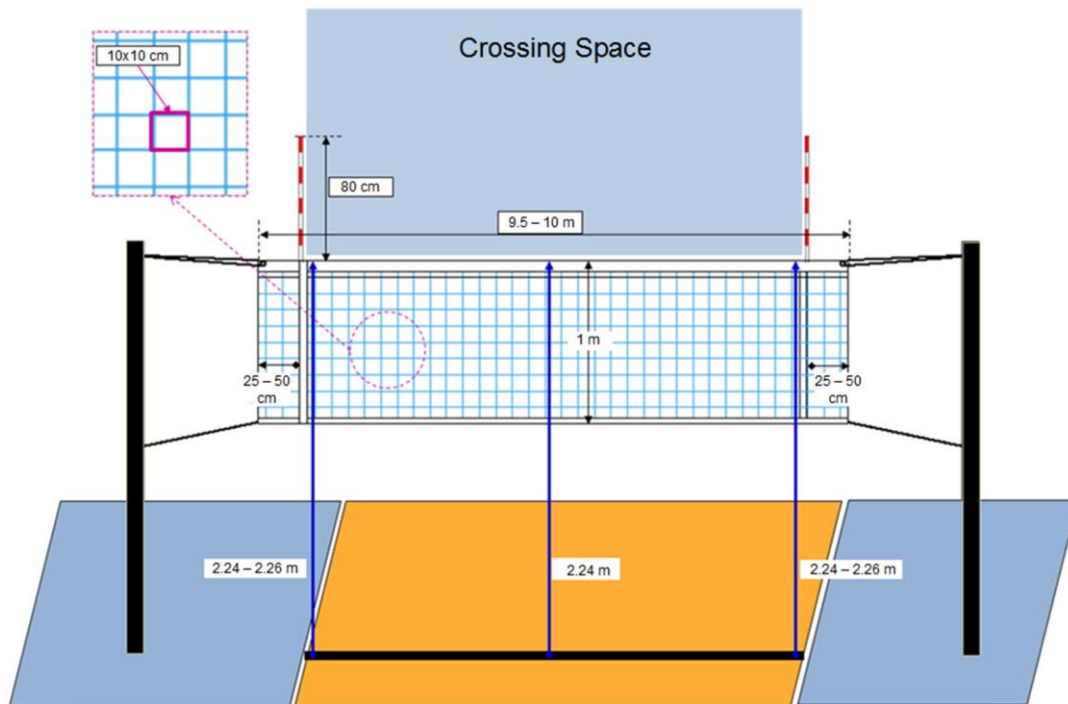
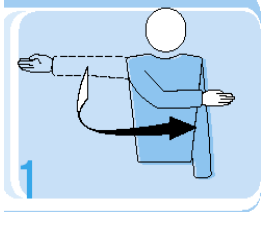
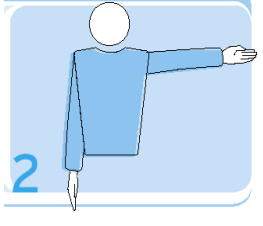
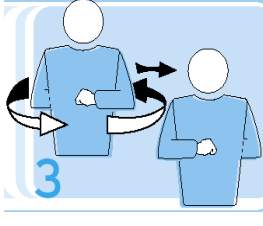
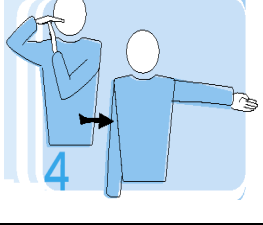
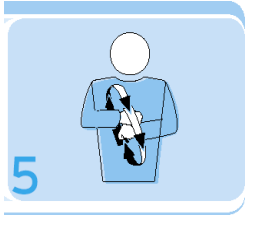
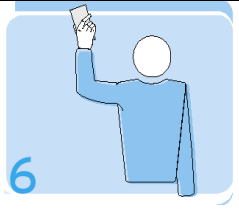
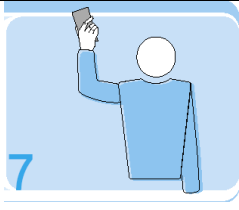
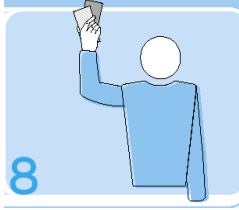


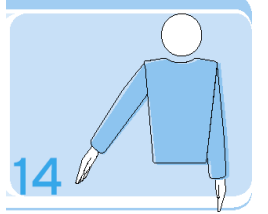
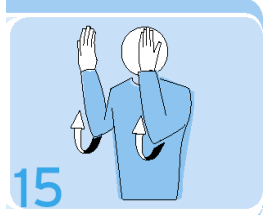
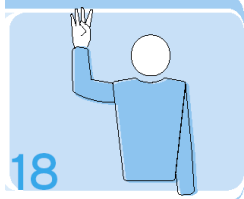
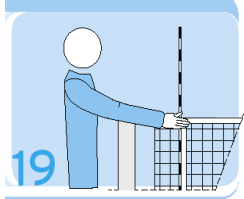
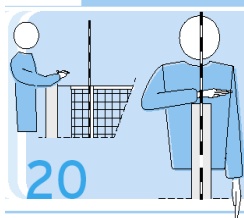
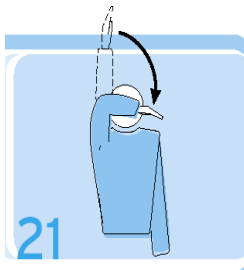
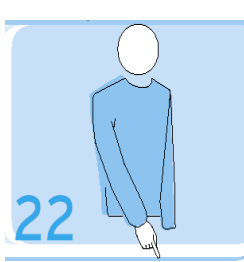


DIAGRAM 4: REFEREES OFFICIAL HAND SIGNALS

<p>AUTHORIZATION TO SERVE</p> <p>Move the hand to indicate direction of service</p>	
<p>TEAM TO SERVE NEXT</p> <p>Extend the arm to the side of team that will serve</p>	
<p>CHANGE OF COURTS</p> <p>Raise the forearms in front and in back, then twist them around the body in a counterclockwise manner.</p>	
<p>TIME-OUT</p> <p>Place the palm of one hand over the fingers of the other, held vertically (forming a "T"), then indicate the requesting team</p>	
<p>1. PLAYER SUBSTITUTION</p> <p>2. STEPS FAULT:</p> <p>During approach steps to a spike, taking a step and not passing the ball prior to finishing the step, walking with the ball.</p> <p>Circular movements of the forearms, one over the other</p>	

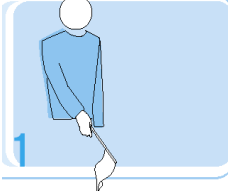
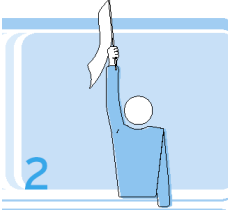
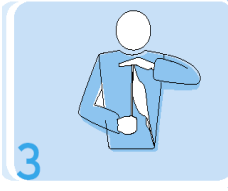
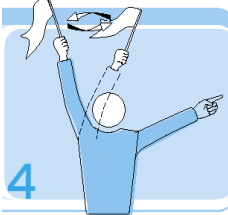
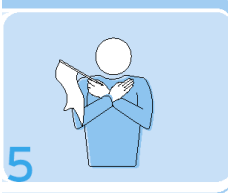
<p>MISCONDUCT WARNING</p>	
<p>Show a yellow card for a warning</p>	
<p>MISCONDUCT PENALTY</p>	
<p>Show a red card for a penalty</p>	
<p>EXPULSION</p>	
<p>Show both cards held jointly in one hand for expulsion</p>	
<p>DISQUALIFICATION</p>	
<p>Show red and yellow cards held separately in each hand for disqualification</p>	
<p>END OF SET (OR MATCH)</p>	
<p>Cross the forearms in front of the chest with hands open</p>	

DELAY IN SERVICE	
Raise 8 fingers, spread open	
BLOCKING FAULT OR SCREENING	
Raise both arms vertically, palms forward	
POSITIONAL OR ROTATIONAL FAULT	
Make a circular motion with the forefinger	
BALL "IN"	
Point the arm and fingers toward the floor	
BALL "OUT"	
Raise the forearms vertically, hands open, palms toward the body	
BALL HELD FOR MORE THAN ONE SECOND	
Raise 1 finger for ball held for more than one second.	
DOUBLE CONTACT	
Raise two fingers, spread open	

<p>4 CONTACTS</p>	 <p>18</p>
<p>Raise four fingers, spread open</p>	
<p>NET TOUCH BY PLAYER; SERVE THAT FAILS TO PASS TO THE OPPONENT THROUGH CROSS SPACE</p>	 <p>19</p>
<p>Indicate the relevant side of the net with the corresponding hand</p>	
<p>REACHING BEYOND THE NET</p>	 <p>20</p>
<p>Place a hand over the net, palm facing downwards</p>	
<p>ATTACK ACTION FAULT</p>	 <p>21</p>
<p>Make a downward motion with the forearm, hand open</p>	
<p>PENETRATION INTO THE OPPONENT'S COURT; BALL CROSSING THE LOWER SPACE; SERVER TOUCHES END LINE OR PLAYER STEPS OUTSIDE HER COURT AT THE MOMENT OF THE SERVE</p>	 <p>22</p>
<p>Point to the center line or to the relevant line</p>	

<p>DOUBLE FAULT AND REPLAY</p>	
<p>Raise both thumbs vertically</p>	
<p>BALL TOUCHED (BEFORE GOING OUT)</p>	
<p>Brush with the palm of one hand the fingers of the other, held vertically</p>	
<p>DELAY WARNING/DELAY PENALTY</p>	
<p>Cover the wrist with a yellow card (warning) and with a red card (penalty)</p>	
<p>INTENTIONAL HIT, STRIKE OR KICK OF THE BALL</p>	
<p>Lift the extended arm, palm facing upwards</p>	
<p>FAIR PLAY</p>	
<p>Raise green card to a player that has shown outstanding fair play</p>	

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	