



RULE MODIFICATIONS for VOLLEYBALL APPROVED BY CONGRESS 2014

(new texts are printed in red)

Ruletext 2013-16	Ruletext 2015-16
<p>1. PLAYING AREA</p> <p>1.1 DIMENSIONS</p> <p>The playing court is a rectangle measuring 18 x 9 m, surrounded by a free zone which is a minimum of 3 m wide on all sides.</p> <p>The free playing space is the space above the playing area which is free from any obstructions. The free playing space shall measure a minimum of 7 m in height from the playing surface.</p> <p>For FIVB, World and Official Competitions, the free zone shall measure a minimum of 5 m from the side lines and 8 m from the end lines. The free playing space shall measure a minimum of 12.5 m in height from the playing surface.</p>	<p>1. PLAYING AREA</p> <p>1.1 DIMENSIONS</p> <p>The playing court is a rectangle measuring 18 x 9 m, surrounded by a free zone which is a minimum of 3 m wide on all sides.</p> <p>The free playing space is the space above the playing area which is free from any obstructions. The free playing space shall measure a minimum of 7 m in height from the playing surface.</p> <p>For FIVB, World and Official Competitions, the free zone shall measure a minimum of 5 m from the side lines and 6.5 m from the end lines. The free playing space shall measure a minimum of 12.5 m in height from the playing surface.</p>
<p>2. NET AND POSTS</p> <p>2.2 STRUCTURE</p> <p>The net is 1 m wide and 9.50 to 10 metres long (with 25 to 50 cm on each side of the side bands), made of 10 cm square black mesh.</p>	<p>2. NET AND POSTS</p> <p>2.2 STRUCTURE</p> <p>The net is 1 m wide and 9.50 to 10 metres long (with 25 to 50 cm on each side of the side bands), made of 10 cm square black mesh.</p> <p>For FIVB, World and Official Competitions, in conjunction with specific competition regulations, the mesh may be modified to facilitate advertising according to marketing agreements.</p>
<p>3. BALLS</p> <p>3.3 THREE-BALL SYSTEM</p> <p>For FIVB, World and Official Competitions, three balls shall be used. In this case, six ball retrievers are stationed, one at each corner of the free zone and one behind each referee.</p>	<p>3. BALLS</p> <p>3.3. FIVE-BALL SYSTEM</p> <p>For FIVB, World and Official Competitions, five balls shall be used. In this case, six ball retrievers are stationed, one at each corner of the free zone and one behind each referee.</p>

<p>4. TEAMS</p> <p>4.1. TEAM COMPOSITION</p> <p>4.1.1. For the match, a team may consist of up to 12 players, plus</p> <ul style="list-style-type: none"> * Coaching Staff: one coach, a maximum of two assistant coaches, * Medical Staff: one team therapist and one medical doctor. <p>Only those listed on the score sheet may normally enter the Competition/ Control Area and take part in the official warm up and in the match.</p>	<p>4. TEAMS</p> <p>4.1. TEAM COMPOSITION</p> <p>4.1.1. For the match, a team may consist of up to 12 players, plus</p> <ul style="list-style-type: none"> * Coaching Staff: one coach, a maximum of two assistant coaches, * Medical Staff: one team therapist and one medical doctor. <p>Only those listed on the score sheet may normally enter the Competition/ Control Area and take part in the official warm up and in the match.</p> <p>For FIVB, World and Official competitions for Seniors, up to 14 players may be recorded on the score sheet and play in a match. The maximum five staff members on the bench (including the coach) are chosen by the coach him/herself but must be listed on the score sheet, and be registered on the O-2(bis).</p> <p>For FIVB, World and Official Competitions, a medical doctor and team therapist should be part of the Delegation and accredited beforehand by the FIVB. However, for FIVB, World and Official Competitions for Seniors, if they are not included as members of the five on the team bench, they must sit against the delimitation fence, inside the Competition-Control Area and may only intervene if invited by the referees to deal with an emergency to the players.</p> <p>The team therapist (even if not on the bench) may assist with the warm up until the start of the official net warm up session.</p>
<p>4.2 LOCATION OF THE TEAM</p> <p>4.2.4. During set intervals, players may warm-up using balls within their own free zone.</p>	<p>4.2 LOCATION OF THE TEAM</p> <p>4.2.4 During set intervals, players may warm-up using balls within their own free zone.</p> <p>During the extended interval between sets 2 and 3 (if used), players may use their own court as well.</p>
<p>4.5 FORBIDDEN OBJECTS</p>	<p>4.5 FORBIDDEN OBJECTS</p> <p>4.5.3 Compression pads (padded injury protection devices) may be worn for protection or support.</p> <p>For FIVB, World and Official competitions for seniors, these devices must be of the same colour as the corresponding part of the uniform.</p>

<p>6. TO SCORE A POINT, TO WIN A SET AND THE MATCH</p> <p>6.1.3. Rally and completed rally</p> <p>A rally is the sequence of playing actions from the moment of the service hit by the server until the ball is out of play. A completed rally is the sequence of playing actions which results in the award of a point.</p>	<p>6. TO SCORE A POINT, TO WIN A SET AND THE MATCH</p> <p>6.1.3. Rally and completed rally</p> <p>A rally is the sequence of playing actions from the moment of the service hit by the server until the ball is out of play. A completed rally is the sequence of playing actions which results in the award of a point. This includes the award of a penalty and loss of service for serving faults out-with the time limit.</p>
<p>7. STRUCTURE OF PLAY</p> <p>7.2 OFFICIAL WARM-UP SESSION</p> <p>7.2.1 Prior to the match, if the teams have previously had a playing court at their disposal, they are entitled to a 6-minute official warm-up period together at the net; if not, they may have 10 minutes.</p>	<p>7. STRUCTURE OF PLAY</p> <p>7.2 OFFICIAL WARM-UP SESSION</p> <p>Prior to the match, if the teams have previously had a playing court exclusively at their disposal, they are entitled to a 6-minute official warm-up period together at the net; if not, they may have 10 minutes.</p> <p>For FIVB, World and Official competitions, teams will be entitled to a 10 minute warm up period together at the net.</p>
<p>7.7 ROTATIONAL FAULT</p> <p>7.7.1. A rotational fault is committed when the SERVICE is not made according to the rotational order. It leads to the following consequences</p>	<p>7.7 ROTATIONAL FAULT</p> <p>7.7.1. A rotational fault is committed when the SERVICE is not made according to the rotational order. It leads to the following consequences in order:</p>
<p>8. STATES OF PLAY</p> <p>8.3. BALL "IN"</p> <p>The ball is "in" when it touches the floor of the playing court including the boundary lines.</p>	<p>8. STATES OF PLAY</p> <p>8.3. BALL "IN"</p> <p>The ball is "in" if at any moment of its contact with the floor, some part of the ball touches the court, including the boundary lines.</p>
<p>11. PLAYER AT THE NET</p> <p>11.3. CONTACT WITH THE NET</p> <p>11.3.1. Contact with the net by a player is not a fault, unless it interferes with the play.</p>	<p>11. PLAYER AT THE NET</p> <p>11.3. CONTACT WITH THE NET</p> <p>11.3.1. Contact with the net by a player between the antennae, during the action of playing the ball, is a fault.</p> <p>The action of playing the ball includes (among others) take-off, hit (or attempt) and landing</p>
<p>11.4. PLAYER'S FAULTS AT THE NET</p> <p>11.4.4. A player interferes with the opponent's play by (amongst others):</p> <ul style="list-style-type: none"> - touching the top band of the net or the top 80 cm of the antenna during his/her action of playing the ball, or - taking support from the net simultaneously with playing the ball, or - creating an advantage over the opponent by touching the net, or 	<p>11.4. PLAYER'S FAULTS AT THE NET</p> <p>11.4.4. A player interferes with play by (amongst others):</p> <ul style="list-style-type: none"> - touching the net between the antennae or the antenna itself during his/her action of playing the ball, - using the net between the antennae as a support or stabilizing aid - creating an unfair advantage over the opponent by touching the net

<p>- making actions which hinder an opponent's legitimate attempt to play the ball.</p>	<p>- making actions which hinder an opponent's legitimate attempt to play the ball, - catching/ holding on to the net Players close to the ball as it is played, or who are trying to play it, are considered in the action of playing the ball, even if no contact is made with the ball. However, touching the net outside the antenna is not to be considered a fault (except for Rule 9.1.3.)</p>
<p>15. INTERRUPTIONS 15.1. NUMBER OF REGULAR GAME INTERRUPTIONS Each team may request a maximum of two time-outs and six substitutions per set.</p>	<p>15. INTERRUPTIONS 15.1. NUMBER OF REGULAR GAME INTERRUPTIONS Each team may request a maximum of two time-outs and six substitutions per set. For FIVB, World and Official competitions for Seniors, the FIVB may reduce, by one, the number of team and/ or Technical Time Outs in accordance with sponsorship, marketing and broadcast agreements</p>
<p>19 THE LIBERO PLAYER 19.1. DESIGNATION OF THE LIBERO 19.1.1. Each team has the right to designate from the list of players on the score sheet up to two specialist defensive players: Liberos.</p>	<p>19 THE LIBERO PLAYER 19.1. DESIGNATION OF THE LIBERO 19.1.1. Each team has the right to designate from the list of players on the score sheet up to two specialist defensive players: Liberos. In FIVB, World and Official competitions for Seniors, if a team has more than 12 players recorded in the score sheet, 2 Liberos are mandatory in the team list.</p>
<p>22. REFEREEING CORPS AND PROCEDURES 22.2. PROCEDURES 22.2.3.1 if the fault is whistled by the 1st referee, he/she will indicate in order: a) the team to serve, b) the nature of the fault, c) the player(s) at fault (if necessary). The 2nd referee will follow the 1st referee's hand signals by repeating them.</p>	<p>22. REFEREEING CORPS AND PROCEDURES 22.2. PROCEDURES if the fault is whistled by the 1st referee, he/she will indicate in order a) the team to serve,; b) the nature of the fault, c) the player(s) at fault (if necessary).</p>
<p>22.2.3.4. In the case of a double fault both referees indicate in order a) the nature of the fault, b) the players at fault (if necessary), c) the team to serve as directed by the 1st referee.</p>	<p>22.2.3.4. In the case of a double fault both referees indicate in order a) the nature of the fault, b) the players at fault (if necessary), The team to serve next is then indicated by the 1st referee.</p>