

INTERNATIONAL FEDERATION OF FOOTVOLLEY -FIFV

OFFICIAL RULES OF FOOTVOLLEY 2002-2009

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CHARACTERISTICS OF THE GAME

The Footvolley is a sport practiced by two teams of two or four players each, argued in a court of sand that measures 18 x 9 m. The court is divided in two equal fields by a net that is suspended to a definitive height in which the vertical plan divides in two the space of the game, corresponding to each field an area of 9 x 9 m. The ball can be hit with any part of the body, except the hand, the arm and the forearm.

The game has for objective to send the ball over the net in order to ground it on the opponent's court, avoiding that to happen in your own court.

The ball is placed in game by the service that is executed by one player correctly located in the service zone. The ball must be hit with one foot, and sent, over the net, directly to the opponent field, inside the limits of the antenna.

Each team is entitled of hitting the ball three times to send it back to the contrary field, over the net, in the space between the two antennas and its visual projection (crossing space).

It is not allowed to the player to hit the ball twice consecutively. The ball continues in game while it doesn't touch the ground (or walls, ceiling in the case of being in covered area) or any other object or until a player makes an infraction.

A rally – time in that the ball stays in game – continues until the ball touch the ground, falls “someone drops it” or it doesn't return properly to the opposite field by one of the teams. When the team that is receiving wins the rally it wins the service shot, (in the decisive set it also wins a point) denominated “advantage.”

Only the team that wins the rally can write down a point.

There are five types of dispute of a Footvolley match:

THE dispute form– Set arguing

The team wins the set and the game when recording 15 points with a minimum of two points of difference on the opponent scoreboard. In the occurrence of a tie in the 16th point, the team that it marks the 17th point wins the set and the game, with only a point of difference.

B dispute form – better of two winners

The teams win the first two sets scoring 12 points. The team that records the 12th point first, wins the set. The team that wins two sets wins the game.

Decisive Set - In the case of tie in two sets, 1-1, to win the third and decisive set the team must score 12 points, with a minimum advantage of two points in relation to the opponent's points. In the case of 11-11, the game continues until there is a minimum advantage

of 2 points. There is no limit punctuation. The decisive set, “tie-break”, it is disputed in the system of continuous counting, where a point is scored every time that a team wins a “rally.”

C dispute form – it consists on the best of three sets, all the sets using a point system for the rally, with a limit punctuation for the TV or for needs of the organization of the competition.

D dispute form – THE “D” form consists in applying the “THE” form until the limit time of 8 played minutes (chronometer time) and following the punctuation system for the rally to the limit of 15 points. In case of being 14-14, the game continues until the minimum advantage of 2 points it is reached.

AND–THE dispute form - the team wins the set and the game when scoring 21 points, in the punctuation system for the rally, where a point is scored every time a team wins a “rally.”

SECTION I–THE GAME

Chapter One

FACILITIES AND EQUIPMENTS

1. GAME AREA (*Diagram 1*)

The game area includes the court and the free zone.

1.1 DIMENSIONS

1.1.1 The game court is rectangular, measuring 18x9 m and is surrounded by a zone free of at least 3 meters of width, with a space free from any kind of obstacle until a minimum height of 8 meters of the ground.

1.1.2 For official international competitions, the free zone must be, at the beginning, five meters (5 m) off the side lines and eight meters (8 m) off the bottom lines. The free space, above the ground, must have, at least 12 m of height.

1.2 GAME SURFACE

1.2.1 The ground should be made of sand, leveled the more uniform possible, free of stones, shells and any other object that can represent risks to the players.

1.2.2 In official international competitions the sand should be constituted of fine grains, covering a space of, at least, 30 cm depth.

1.2.3 The game surface cannot present any danger to the players, such as hard and slippery floor.

1.3 LIMITATION LINES OF THE COURT

1.3.1 Two side lines and two bottom lines delimit the courts. Both are placed inside of the dimensions of the court.

1.3.2 It doesn't exist a central line.

1.3.3 All the lines must have from 5 to 8 cm of width in the case of being ribbons, and 20 to 30 millimeters of width in case of ropes.

1.3.4 The lines should have contrasting colors with the color of the sand.

1.3.5 The court lines can be of ribbons or ropes made of resistant, soft and flexible material.

1.4 SERVICE ZONE

The service zone is the located area behind the bottom line, between the prolongation of the lateral lines, extending until the end of the free zone.

1.5 TEMPERATURE

The temperature should not represent any lesion risk to the players, it should be pleasant to a outdoor competition.

1.6 LIGHTING

For FIFv World and Official Competitions accomplished at night, the lighting on the playing area should be from 1.000 to 1.500 lux, measured at one meter (1m) above the surface of the playing area.

2 NET AND POSTS

2.1 NET

The net measures 9,5 m of length for 1 m of width, with a variation of + / - 3 cm when tensioned and will be extended vertically on the central axis of the court. It is made of squared fabric of 10 cm. Your superior and inferior boards are delimited by horizontal strips of 5 to 8 cm of width, made of double canvas, sewed up along the whole length of the net. In each extremity of the strips there's a rift, that allows the fixation of the net to the posts, through strings, maintaining stretched the superior board.

Running for among the strips we find a flexible cable in the superior part and a rope in the inferior part, that will be tied in the posts maintaining all the net well stretched. The advertisement is allowed in the horizontal strips of the net.

2.2 SIDE BANDS

Two side bands of 5 to 8 cm of width and 1 m long are fastened vertically to the net and placed above each sideline. They are considered integral part of the net. The advertisement is also allowed in these bands.

2.3 ANTENNAS

The antennas are flexible rods with 1,80 m of height and 10 mm of diameter. They are made of fiberglass or similar material. Two antennas are placed perpendicularly to the external part of each side band, in opposite sides of the net.

The superior part of the antennas extends 80 cm beyond the superior part of the net. They should be marked with 10 cm strips of contrasting colour, preferably red and white.

The antennas are considered as part of the net and they laterally delimit the crossing space. For more about the same see annex 1.

2.4 NET HEIGHT

The height of the net for masculine competitions is of 2,20 m and for feminine competitions, of 2,00m. In the modality 4 x 4, the height will be of 2 m.

Observations:

The height of the net can vary for groups of age, in agreement with the following orientation:

	Feminine	Masculine
Up to 16 years	1,90m	2,10m
Up to 14 years	1,80m	2,00m
Up to 12 years	1,70m	1,90m

Its height is measured from the center of the playing court. The net height (over the two sidelines must be exactly the same and can't exceed the official height by more than 2 cm (annex 1).

2.5 POSTS

The posts for the net support should measure 2,55 m. They should be placed at a distance of 0,50 to 1 m outside the sidelines of the court. Your fixation through wires is prohibited and all and any equipment that can obstruct or to hurt the players should be eliminated (annex 1). The posts should be padded.

2.6 ADDITIONAL EQUIPMENT

All and any additional equipment is determined by FIFv regulation.

ANNEX 1
Net drawing

The ball should be spherical, constituted of a flexible leather layer or similar material that does not absorb water, appropriate for outdoor uses, once the matches can happen even with rain. This layer covers a rubber or similar material camera.

Everything approved by the FIFv.

Weigh - 410 to 440g

Circumference - 68 to 70cm

Intern pressure - 0.56 to 0.63kg/cm²

Recomended balls:

Mikasa kickoff swl 310

Mikasa FT-5

3.2 UNIFORMITY OF BALLS

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

All competitions must be played with FIFv approved balls.

3.3 THREE-BALL SYSTEM

For FIFv World and Official Competitions, three balls shall be used. In this case, the ball retrievers are stationed: one at each corner of the free zone and one behind the second referee.

Chapter Two **PARTICIPANTS**

4 TEAMS

4.1 COMPOSITION AND REGISTRATION

4.1.1 In the pairing competitions, a team consists of two players and there are no substitutes.

4.1.2 In the 4x4 competitions the teams must be formed by 5 (five) players, being 4(four) in play and 1 (one) not in play.

4.1.3 Only the players recorded in the score-sheet may enter the court and play the match.

4.2 CAPTAIN AND COACH

The captain and the team coach will be indicated in the docket.

5 PLAYERS UNIFORM

5.1 UNIFORM

5.1.1 The players' uniform consists of shorts and t-shirts, this one optional, except when specified in the Tournament Regulation.

5.1.2 In FIFv World and Official Competitions, the same team players should use the same uniform (fabric and color).

5.1.3 The shirts and shorts should be clean.

5.1.4 The players should play barefooted, except when authorized by the referee.

5.1.5 In Official Competitions the players' shirts or shorts should be numbered this way: 1 and 2 for the pairs and 1 to 5 for the 4X4 competitions. The number should be fixed in the shoulder height or in shorts' front.

5.1.6 The numbering should be of contrasting color with at least 10 cm height. The strip that forms the numbers should have, at minimum, 1,5 cm wide.

5.2 AUTHORIZED CHANGES

5.2.1 If both teams appear with the same shirt color, the local team should change the shirt. In a neutral court, the first team related in the abridgement should change the shirt.

5.2.2 The first referee can authorize one or more players to:

- a) Play with socks
- b) Change wet shirts in the sets' break, if there's another one to substitutes it, obeying the Tournament Regulations.

5.2.3 By players' solicitation, the first referee can authorize the use of low shirts and training clothes.

5.3 FORBIDDEN OBJECTS AND UNIFORM

5.3.1 It is prohibited the use of any object that can cause any harm to the player, such as: pins, bracelets, etc.

5.3.2 It is prohibited the use of uniforms that do not present the official numbering (Rules 5.1.5 and 5.1.6).

6 PARTICIPANTS' RIGHTS AND RESPONSIBILITIES

6.1 PLAYERS'

6.1.1 All the players should be well known and obey the Official Footvolley Rules.

6.1.2 The participants should accept the decisions of the arbitration team with sporting spirit, without discussing them. In the case of some doubt, they can requested an explanation.

- 6.1.3 The participants should have a polite behavior and fair play, not just at the referees, but also at the other leaders, the ball retrievers, the opposite team, team partner and at spectators.
- 6.1.4 The participants should avoid actions or attitudes that can influence the decision of the referees or to hide faults made by your team.
- 6.1.5 The participants should avoid actions that provoke retardation of the match.
- 6.1.6 The communication is allowed among the players of the same team during the match.
- 6.1.7 In the end of the game:
 - a) Both players should thank the referees and the opponents.
 - b) In case some player of the team has expressed an objection to the first referee, it must be registered in the game's scoresheet.

6.2 CAPTAIN

- 6.2.1 Before the game, the captain of the team:
 - a) Signs the scoresheet of the game;
 - b) Represents your team in the raffle;
 - c) At any moment of the competition, will be the communication channel among the organizers, the arbitration and your team.
- 6.2.2 During the game, just the captain is authorized to speak to the referees, since the ball is not in game, in the cases below:
 - a) To request authorization:
 - to change of uniforms or equipment's;
 - to verify the number of the player in the service;
 - to check the net, the ball, etc.;
 - to check the score sign;
 - to straighten the lines of the court;
 - to request "rest time".Obs: The players should be authorized by the referees to leave the game area.
 - b) To ask an explanation about the application or interpretation of the Rules. In case the explanation doesn't satisfy the player, he should immediately communicate the referee who has the right of officially registering your protest in the game scoresheet, at the end of the match.
- 6.2.3 At the end of the match, the captain of the team verifies the result, signing the abridgement.

6.3 COACH

In case of a team directed by a coach, it can be inside the limits of the game area during the match and must always sign the game's scoresheet.

6.4 PLAYERS LOCATION

The players' chairs should be at 5 m of distance from the lateral and a divide line at a minimum of 3 m of distance from the table of the pointer.

Chapter three

POINT, SET AND MATCH WINNER

7 SYSTEM OF POINT SCORING

7.1 TO WIN A SET AND THE MATCH

- 7.1.1 In THE form: wins the match the team that wins the only set.
- 7.1.2 B form – two or three sets: the team that wins two sets wins the match.
- 7.1.3 In the case of a tie in two sets, 1-1, see Rule 7.1.2, the decisive set (3rd), the tiebreak, is played with the score system by rally (Rule 7.4).

7.2 TO WIN A SET

- 7.2.1 THE form (Rule 7.1.1):
The team wins the set when scoring 18 points first, with a minimum advantage of two points. In the case of a tie in 17 points, the match continues until the difference of two points is reached (19-17, 20-18). However, a point limit is established in 17 points, which means that, after a tie in 16 points, the team that marks the 17th point wins the set with just an advantage of 1(one) point.
- 7.2.2 B form (Rule 7.1.2):
 - a) The first two sets:
Wins the team that first achieves 12 points. In the case of tie 11-11, the team that achieves 12 points first wins the set.
 - b) The decisive set:
In case of tie of sets, 1–1, the decisive set (3rd), tiebreak, will be played with the score system by rally (Rule 7.4). Wins the set the team that, with a minimum difference of 2 points, achieve 12 points first.
In case of tie, 11 - 11, the game continues until one of the teams reach a difference of 2 points. There is no limits of points.
- 7.2.3 The decisive set is disputed in agreement with the Rule 7.4.
- 7.2.4 AND-THE form of dispute.
Wins the team that achieves 21 points first.

7.3 TO WIN A RALLY

Whenever a team makes mistakes in the in the devolution of the ball to the opposing team or any other fault, the opponent team will win the rally, provoking one of the following consequences:

7.3.1 In case the opposite team has had the play, it scores a point and continues with the play out.

7.4 TO WIN A RALLY IN DECISIVE SET (3RD)

In the decisive set, whenever a team wins a rally, it will score a point provoking the following consequences:

7.4.1 If the point scored is of the team with the advantage, it scores a point and continues the service.

7.4.2 If the point scored is of the team that was in the reception, it scores and wins the right of the service.

7.5 SUPSPENSION OF INCOMPLETE TEAM

7.5.1 If a team refuses to play after being requested to do so, it will be removed and will lose the match with the result of 0 - 1 (0 - 2 in the Form B) and with a scoreboard of 0 - 18 (0–12 in the Form B), for the sets.

7.5.2 The team that doesn't come in the combined hour for the match without and a justification will be considered absent, with the same results of the Rule 7.5.1(W.O.).

7.5.3 A team declared INCOMPLETE in a set, or match, loses the set or the match (Rule 9.1). The opponent team will receive the necessary points to win the set or the match. The incomplete team will maintain the points and sets.

Chapter Four

MATCH PREPARATION - GAME STRUCTURE

8 MATCH PREPARATION

8.1 1ST RAFFLE

Before the heating, the first referee accomplishes the 1st raffle in the presence of the two captains. The winner of the raffle wins the right of choosing between:

- a) Starting the service or receiving the first one, or
- b) Choosing the side of the court.

The loser gets the remaining alternative.

In the 2nd set (Form B) the loser of the 1st raffle, in the 1st set, chooses between the alternatives "a" and "b".

A new raffle will be made for the decisive set.

8.2 HEATING

The teams have permission to heat in a maximum period of 5 minutes.

9 TEAMS FORMATION

9.1 PLAYERS PRESENCE

Two players of each team (Rule 4.1.1) should always be in game.

9.2 PLAYER'S SUBSTITUTION

9.2.1 Player's substitution doesn't exist.

9.2.2 In the 4x4 modality there's the possibility of substitution.

10 PLAYERS POSITIONING

10.1 POSITIONS

10.1.1 When the ball is hit in the service, each team should be positioned in your own court (except who is in the service).

10.1.2 The players are free to position themselves inside the court.

10.1.3 Positioning faults don't exist.

10.2 ORDER OF SERVICE

The service order should be maintained by the whole set (in agreement with the captain knowledge after the 1st raffle).

10.3 FAULTS IN THE SERVICE ORDER

10.3.1 It is made a fault in the service order when it isn't in agreement with the established order.

10.3.2 The pointer should determine the moment the fault was made. All points scored by the team during the fault should be invalidated.

10.3.3 The points scored by the team when a player is out of the service order cannot be accepted, the only sanction to be applied is the loss of the rally. (Rule 12.2.1).

Chapter Five

ACTIONS OF THE GAME

11 GAME SITUATIONS

11.1 BALL "IN GAME"

The rally begins with the referee's whistle. The ball is "in game" in the moment the player hit the ball, with the foot, executing the service after authorized.

11.2 BALL "OUT OF GAME"

The rally finishes with the referee's whistle. However, if the referee whistles after a fault made with the ball in game, it will be considered "out of game", starting from the moment the fault was made (Rule 12.2.2).

11.3 BALL "IN"

The ball is considered "inside" when it touches the soil of the game court, including the boundary lines (Rule 1.3).

11.4 BALL "OUT"

The ball is considered “OUT” when:

- a) It touches the soil completely out of the court limits, without touching the boundary lines.
- b) It touches a located object out of the block, the roof or a person out of the game;
- c) It touches the antennas, ribbons, posts or the own net out of the limits of the lateral ribbons or the antennas.
- d) Crosses the vertical plans of the net, total or partially, outside the crossing space.

12 GAME FAULTS

12.1 DEFINITION

12.1.1 Any action contrary to the Rules is considered fault.

12.1.2 The referees judge the faults and determine the penalties, in agreement with the Rules.

12.2 CONSEQUENCES OF A FAULT

12.2.1 Every fault made will cause a penalty and the opposing team to the one that made the fault wins the rally, according to the Rule 7.3 or 7.4, in the case of decisive set.

12.2.2 If two or more faults are made successively, only the first will be considered.

12.2.3 In case two or more faults are made simultaneously by the two opposing teams, it is considered it DOUBLE FAUT and the rally is replayed.

13 BALL HITS

13.1 TEAMS HITS

13.1.1 Each team is entitled to a maximum of three and a minimum of one hit for returning the ball to the opposite court. These touches include not only the players' intentional touches, but also any involuntary contact with the ball.

13.1.2 It is not allowed to the player to touch the ball twice consecutively.

13.2. SIMULTANEOUS HITS

13.2.1 Two players can touch the ball simultaneously.

13.2.2 When two team partners touch the ball simultaneously, it will be considered as two touches made by the team.

13.2.3 When two players from the same team try to touch the ball but just one accomplishes the touch, it's considered a completed touch. In the case of players' collision, any fault is signed.

13.3 ASSISTED HIT

Within the playing area, a player is not permitted to take support from the team-mate or any structure/object in order to reach the ball.
However, the player who is about to commit a fault (touch the net or interfere in the play, etc.) may be stopped or held back by the team-mate.

13.4 CHARACTERISTICS OF THE HIT

13.4.1 The ball may touch any part of the body, except the hands, forearms and arms.

13.4.2 The ball should be received and/or thrown, but not retained.

13.5 FAULTS IN PLAYING THE BALL

13.5.1 **FOUR HITS** –a team hits the ball four times before returning it to the opposing court (Rule 13.1.1).

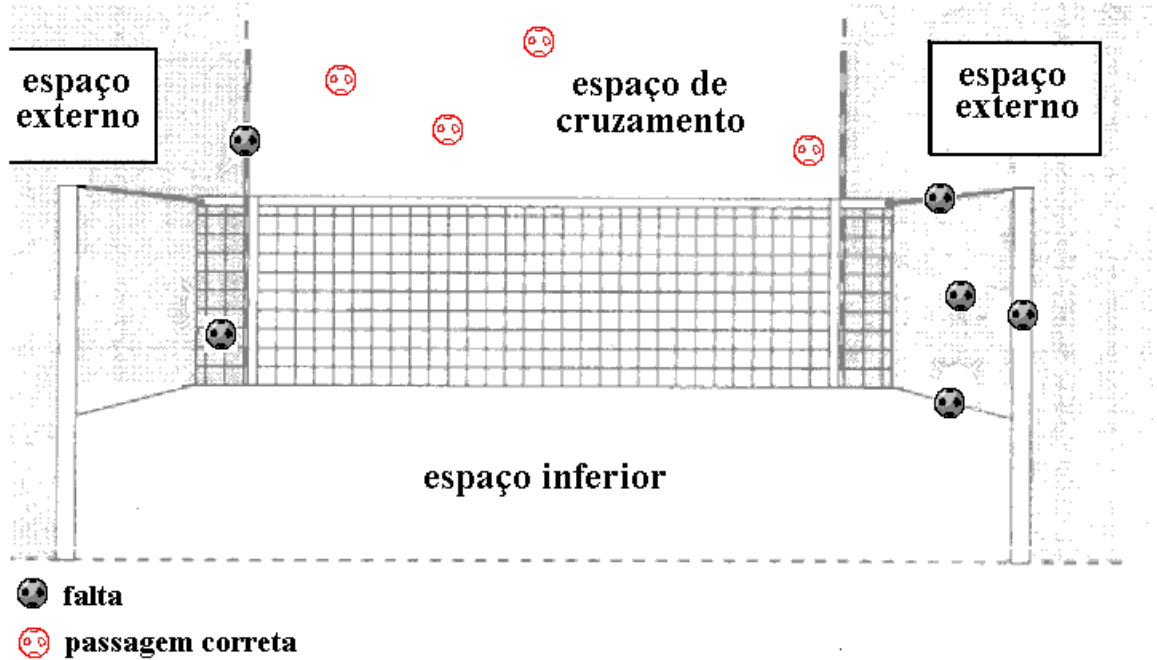
13.5.2 **IRREGULAR PLAY**–When the ball touches the arm, forearm or the athlete's hand.

13.5.3 **ASSISTED HIT**–A player, inside of the game area, takes support from a team-mate or any structure/object in order to reach the ball (Rules 13.3.).

13.5.4 **DOUBLE CONTACT**–A player hits the ball twice successively, or it contacts various parts of the body in succession (Rules 13.1.3 and 13.4.3).

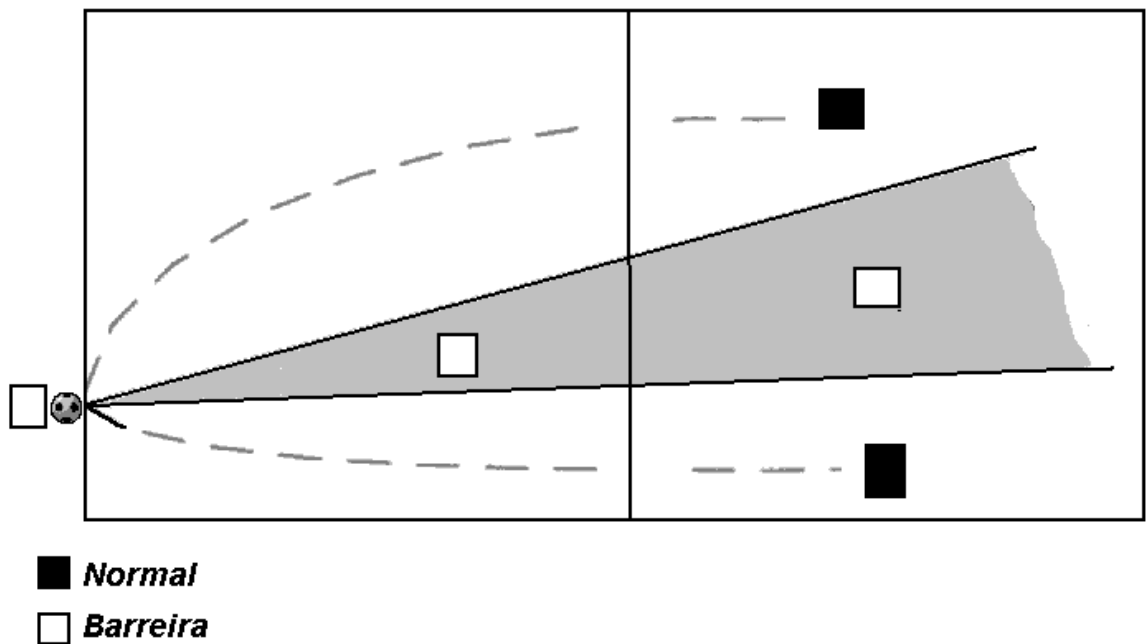
Anexo 2

Bola Cruzando o Plano Vertical da Rede



ANNEX 3

Barreira



14 BALL AT THE NET

14.1 BALL CROSSING THE NET (ANEXO 2)

14.1.1 The ball sent to the opponent's court must go over the net within the crossing space (annex 2). The crossing space is part of the vertical plan of the net limited as follows:

- a) below, by the top of the net;
- b) at the sides, by the antennas and their imaginary extension;
- c) above, by the ceiling or structure (if it may exist).

14.1.2 the ball, when played back, crossing total or partially the outside of the crossing space may be played back within the team hits, since it hasn't crossed completely the net's vertical plan in the hit moment.

14.1.3 The ball is considered "OUT" when it crosses completely the space below the net.

14.2 BALL TOUCHING THE NET

When crossing the net (Rule 14.1.1), the ball may touch it.

14.3 BALL IN THE NET

14.3.1 A ball driven into the net may be recovered within the limits of the three team hits.

14.3.2 If the ball rips the mesh of the net or tears it down, the rally is cancelled and replayed.

15 PLAYER IN COURT

Each team should play inside your own court and game area. However, the ball can be recovered in the free zones.

15.1 PENETRATION IN THE OPPONENT GAME SPACE, COURT AND/OR FREE ZONE.

A player may invade the opponent game space, court and/or free zone since your action doesn't interfere in the opponent's play.

15.2 CONTACT WITH THE NET

15.2.1 It is prohibited to touch any part of the net or of the antennas (exception Rules 15.3.4).

15.2.2 After hitting the ball, the player can touch the posts, ribbons or any other object that's not the net in all its extension, as long as this doesn't interfere in the play.

15.2.3 When the ball is driven into the net and causes it to touch an opponent, no fault is committed.

15.2.4 The accidental contact of the hair to the net is not fault.

15.3 PLAYER'S FAULTS AT THE NET

15.3.1 A player touches the ball or an opponent in the opponent's space before or during the opponent's attack hit (Rule 15.1.1).

15.3.2 A player penetrates into the opponent's space under the net interfering with the latter's play (Rule 15.2).

15.3.3 A player touches the net or the antenna during his/her action of playing the ball or interferes in the play (Rule 15.3.1).

16 SERVICE

16.1 DEFINITION

The service is the act of putting the ball into play by one of the players, in the service zone, placing it on the sand and hitting it with one of the feet.

16.2 FIRST SERVICE IN A SET

The team that makes the first service of a set will be determined by the 1st raffle (Rule 8.1). This service may result in the first point of the match.

16.3 SERVICE ORDER

After the first service in a set, the player to serve is determined as follows:

- a) When the serving team wins the rally, the player who served before, serves again;
- b) When the receiving team wins the rally, it gains the right to serve and the server is the player that hasn't made the last service of the team.

16.4 AUTHORIZATION OF THE SERVICE

The first referee authorizes the service, after having checked that the two teams are ready to play and that the server is in possession of the ball.

16.5 EXECUTION OF THE SERVICE

16.5.1 The server can place the sand mount anywhere in the free zone, since it is behind the back boundary line. When the player hits the ball, he/she cannot touch the court line or sand out of the limits of the service zone. His/her feet cannot be over the line. After the hit, it can step or touch the soil out of the limits of the service zone or inside of the court.

16.5.2 In case the line moves by consequence of the service it is not considered a fault.

16.5.3 The server should hit the ball until 5 seconds after the first referee's whistle authorizing the draft.

16.5.4 A service made before the first referee's authorization will be canceled and repeated.

16.5.5 The ball should be hit with one foot.

16.6 BARRIER

The companion of the server cannot obstruct the opponent's vision, hiding the service or the path of the ball, through the barrier. By a solicitation of the opponent he/she should move to the sides.

16.7 SERVICE FAULTS

The following faults result in the service reversion.

- a) Fault in the service order (Rule 16.3);
- b) Fault in the execution of the service (Rule 16.5).

16.8 SERVICE FAULTS AFTER HITTING THE BALL

After the ball was hit correctly, there might be a fault in service if:

- a) The ball doesn't pass above the vertical plan of the net.
- b) The ball falls down.

17 ATTACK

17.1 DEFINITION

17.1.1 All the actions mining to drive the ball into the opposing court, except the service, is considered an attack hit.

17.1.2 The attack hit is completed when the ball crosses completely the vertical plan of the net.

17.1.3 The player can attack the ball in any height, since the hit is made in the limits of your game space (except Rule 17.2.4).

17.2 LACKS IN THE ATTACK HIT

17.2.1 The player invades the opposing game space, interfering in the other team reception (Rule 15.1.2).

17.2.2 The player throws the ball "OUT" (Rule 11.4).

Chapter Six

18 REST TIMES AND RETARDATIONS

18.1 REST TIME

18.2 DEFINITION

The rest time is a regular interruption of the game. This time has the duration of 60 seconds.

18.3 NUMBER OF REST TIMES

In each set, two breaks for rest time can be requested.

18.4 REQUEST OF REST TIME

The players can only request time when the ball is out of game and before the referee's whistle authorizing the service, accompanied of the corresponding manual sign. The requests of time can be consecutive, without the need of restarting the match.

The players should have the authorization of the referees to leave the game area.

18.5 IMPROPER SOLICITATIONS

Among other cases, it is unfounded to request a time for rest:

- a) During a rally, in the moment, or after the referee's whistle authorizing the service.
- b) After the number of rest times is completed. Any improper solicitation that doesn't affect or delay the game should be disrespected, without any sanction, so that it doesn't repeat in a same set.

19 GAME RETARDATIONS

19.1 TYPES OF RETARDATION

The improper action of a team that stops the re-establishment of the game is considered as retardation. Between others, is included:

- a) Extending the duration of the time of rest, after it being instructed to restart the game.
- b) To repeat an improper solicitation in the same set.
- c) To delay the game.

19.2 SANCTIONS FOR RETARDATION

19.2.1 The first retardation provoked by a team in a set it is sanctioned with a **WARNING OF RETARDATION**.

19.2.2 The second and the following retardation's of any species, made by the same team in a same set, constitute a fault and they are sanctioned with a **PENALTY FOR RETARDATION**: loss of the rally = point to the opponent.

20 EXCEPTIONAL GAME INTERRUPTIONS

20.1 BRUISE

20.1.1 In the case of serious accident being the ball in game, the referee should paralyze the departure immediately. The rally is then repeated.

20.1.2 The a player injured is granted, at the most, 5 minutes for recovery in a set. The referee authorizes the doctor (properly credential) to enter in the game block to assist the player. Only the referee can authorize the player to leave the game area without penalty. At the end of the 5 minutes of the time of recovery, the referee whistles to restart the departure, and at this time, the player determines for himself it is capable to continue playing. If the player doesn't recover or he doesn't return to the game area when concluding the time for recovery, your team will be declared incomplete.

On the competitions 4x4, in case the injured player doesn't have the conditions for playing the departure, he/she could be changed for the reserve athlete.

In extreme cases, the doctor of the tournament and the Technical Supervisor they can be contrary to the return of the player injured.

He/she/you NOTICES: THE time of recovery will begin when the doctor official of the tournament to arrive to the game block to assist the player. Not having an available doctor, the time of recovery will begin starting from the moment in that the referee to authorize.

20.2 EXTERNAL INTERFERENCE

In case of unexpected circumstances stop the departure, the first referee and the organization of the event will decide about the necessary measures that must be taken.

In case of one or many interruptions, extending the total limit of 4 (four), all the departure will be repeated.

20.3 LINGERING INTERRUPTIONS

In the case of unexpected circumstances they interrupt the departure, the first referee, the organizer and the Committee of Control, if there is, they should decide on the necessary measures for the re-establishment of the normal conditions.

20.3.1 In the case of happening an or several interruptions, not exceeding a total of 4 hours, the game is restarted in the same block or in another block, with the same scoreboard. For the sets already accomplished the same scoreboard it will be maintained.

20.3.2 In the occurrence of an or several interruptions, exceeding the total limit of 4 hours, the whole departure is repeated.

21 CHANGE OF BLOCK AND INTERVALS

21.1 CHANGE OF BLOCK

21.1.1. In the format "THE" to each 5 played points the teams change of block.

21.1.2. In the format "B" to each 4 played points the teams change of block.

21.1.3. In the format "AND" to each 7 played points the teams change of block.

22.2 INTERVALS

22.2.1 The interval among each set (in case it is played more than a set) it lasts 5 minutes.

During this interval, the first referee accomplishes him/it I raffle (Rule 8.1).

22.2.2 During the block change (Rule 22.1) the teams are entitled to an interval of, in the maximum, 30 seconds. During this interval, the players can sit down in the chairs.

Exception: in the decisive set (3rd), in the Form "B"(Rule 7.1.3.), interval doesn't exist during the block changes. The teams should change immediately of block.

22.2.3 If the block change if it doesn't accomplish in the regulated moment, it should be made the mistake so soon it is verified. The punctuation reached until the moment of the block change the same it stays.

Chapter Seven

LACKS OF CONDUCT

23 INCORRECT CONDUCT

The players' incorrect conducts in relation to referees, opponents, team companions or spectators are classified in 4 categories, according to your gravity.

23.1 CATEGORIES

23.1.1 Anti-sporting conduct: discussion, intimidation, etc.

23.1.2 Rude conduct: actions contrary to the moral beginnings and of good education, demonstrating respect lack.

23.1.3 Offensive conduct: words or gestures insulting or scandalous.

23.1.4 Aggression: it attacks physical or aggression intention.

23.2 SANCTIONS

Depending on the gravity of the incorrect conduct, according to interpretation of the first referee, the applicable sanctions, that should be properly registered in the smula of the game, they are:

23.2.1 **WARNING FOR INCORRECT CONDUCT:** for anti-sporting conducts. Sanctions are not applied but the player is alerted too not to repeat them in the same set.

23.2.2 **PENALTY FOR INCORRECT CONDUCT:** for rude conduct. The team is punished with the loss of the rally; advantage or point for the opponent.

23.2.3 **EXPULSION:** (only in the form "B") the repetition of rude conduct is punished with the expulsion. The player expels he should leave the game area and your team is declared incomplete for the set . On the teams with 4 (four players) (4X4) the reserve player will take place, but in case another expulsion occurs or in case of a hurt player, the team will be declared incomplete, loosing the departure.

23.2.4 **DISQUALIFICATION:** for offensive conducts and aggressions. The player should leave the game area and your team is declared incomplete for the game.

23.2.5 To **PUNISH** a player that to contact the ball intentionally through the net, when the ball is in the opposing block, impeding that the opponent recovers

the ball. The ball that to play the player through the net, when this didn't have the intention of contacting her it won't be punished.

23.3 SCALE OF SANCTIONS

The repetition of incorrect conduct for a same player, in a it set it is punished progressively as demonstrated in the Scale of Sanctions.

A player can be punished with more than a red card for rude conduct in a same set. The disqualification due to the offensive conduct or aggression doesn't demand previous sanction.

23.4 INCORRECT CONDUCT, BEFORE AND ENTER SETS

Any incorrect conduct, before or in the interval of the sets, it will be punished the Scale of Sanctions accordingly, in the following set.

SECTION II - THE REFEREES, YOUR RESPONSIBILITIES AND SIGNS OFICIAIS

Chapter Eight

TEAM OF ARBITRATION AND PROCEDURES

24 TEAM OF ARBITRATION AND PROCEDURES

24.1 COMPOSITION

The team of arbitration of a game is composed of the following ones official:

- The first referee
- The second referee
- The pointer
- 4 or 2 line judges.

Their positions are demonstrated in annex 4.

24.2 PROCEDURES

24.2.1 Only the first and second referees are entitled of whistling during the game:

- a) The first referee authorizes the draft that begins the rally.
- b) The first and second referees whistle and they signal the end of the rally, certain that a mistake was made, identifying her when necessary.

24.2.2. They can whistle during an interruption of the game to indicate that authorize or they reject the solicitation of a team.

24.2.3. Immediately after the whistle signaling the end of a rally, the referee indicates, through the hand signing.

- a) The team service.
- b) The nature of the fault.
- c) The faulty player.

25 FIRST REFEREE

25.1 LOCATION

The first referee exercises his functions sat down or on foot in the arbitration chair, located in the ends of the net. Your vision should be approximately 50 cm above the superior board of the net.

25.2 AUTHORITY

25.2.1 The first referee drives the departure of the beginning to the end. He/she has authority on the whole arbitration team and players. During the game, your decisions are definitive. It is authorized to revoke the decisions of the other members of the arbitration team (in case he/she notices a mistake) being able to, besides, to substitute a member of this team that is not accomplishing your functions properly.

25.2.2 It is him who controls the work of the ball assistants.

25.2.3 Will be invested with the power of deciding on any subject regarding the game, besides those that are not foreseen in these Rules.

25.2.4 The first referee should not allow discussions about a taken decision. However, when requested by a player, it should justify your decision explaining about the application or interpretation of the Rule in the which has based your decision. In case a player expresses your disagreement immediately with the given explanation and wants to formalize an official protest at the end of the game, the referee is forced to authorize him/it (Rule 6.1.7a).

For official national competitions, the protest should be analyzed and solved immediately by the Committee of Protest, kindred of not altering the program of the tournament in some hypothesis.

25.2.5 It is responsibility of the first referee to determine, before and during the departure, if the game area presents necessary conditions to play.

25.3 RESPONSIBILITIES

25.3.1 Before the game, the first referee owes:

- a) To inspect the conditions of the game court, it plans and other equipment's.
- b) To accomplish him/it raffles with the captains of the teams.
- c) To control the heating of the teams.

25.3.2 During the game, only the first referee is authorized to:

- a) Apply sanction to improper conducts and retardation's.
- b) Decide on:
 - Service faults.
 - Faults in the ball touch.
 - Fault above the net and in the superior part of the same.

26 ***SECOND REFEREE***

26.1 LOCATION

The second referee exercises his functions, in his place, out of the court, in the contrary side and in front of the first referee.

26.2 AUTHORITY

26.2.1 The second referee is assisted by the first referee, but he also possesses his own area of performance. If the first referee is disabled of continuing exercising his functions, the second referee can substitute him.

26.2.2 Without whistling, it can also signal lacks that are not of your competence, but it cannot insist close to on them the first referee.

26.2.3 He controls the work of the pointer.

26.2.4 He authorizes and controls the duration of the requests of rest time and guide the changes of courts and rejects improper solicitations.

26.2.5 He controls the number of times requested by the teams and it informs the first referee and the respective team, the fourth request of time.

26.2.6 In the case of a player's bruise he authorizes the time of recovery

26.2.7 He controls, during the game, if the ball still maintains the regular conditions to be used.

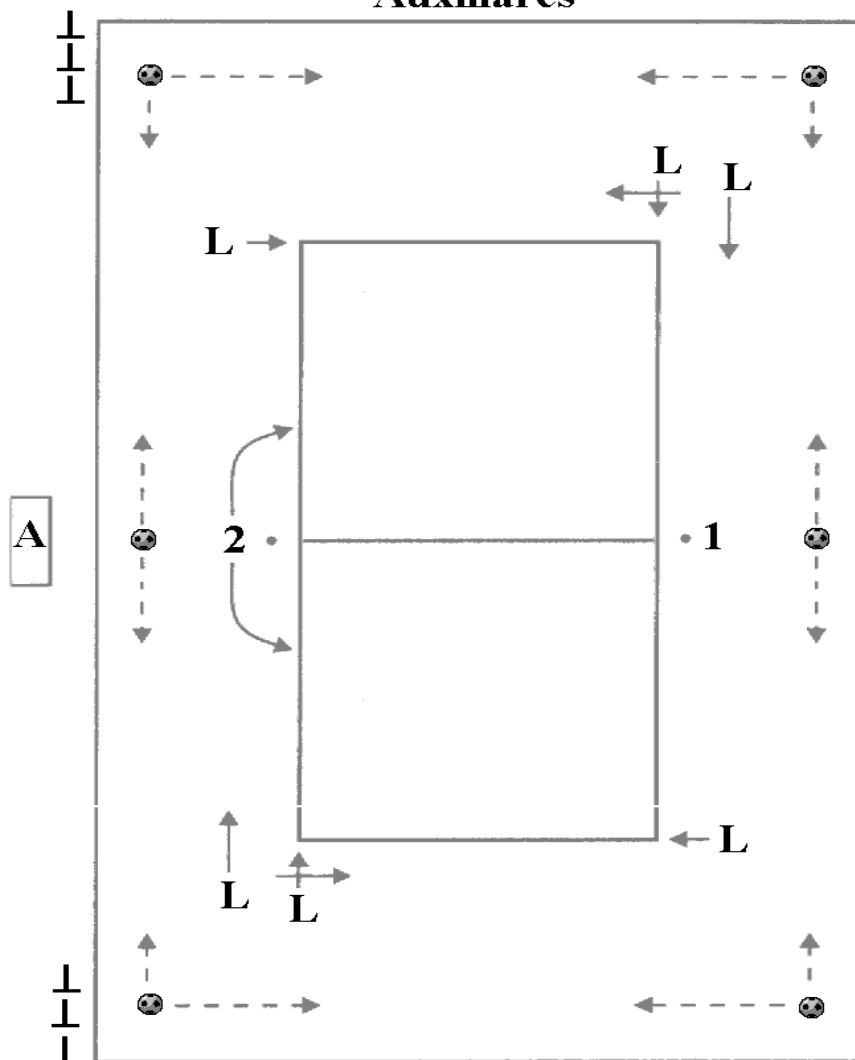
26.3 RESPONSIBILITIES

26.3.1 During the game, the second referee decides, he whistles and it signals the following lacks:

- a) I contact of the player with the inferior part of the net or with the located antenna on your side of the net.
- b) Due interference to the invasion underneath of the net, of the court and space of the opponent's team).
- c) The ball that surpasses the vertical plan of the net on the outside of the crossing space and it is not recovered or he/she plays the antenna on your side of the block.
- d) I contact out of the ball with an object of the block.

ANEXO 4

Anexo 3
Posicionamento da Equipe de Arbitragem e Auxiliares



- 1** primeiro árbitro
- 2** segundo árbitro
- A** apontador
- L** juiz de linha
- ☉ boleiro
- ⊥ nivelador de areia

27 POINTER

27.1 LOCATION

The pointer carries out your functions sat down in front of the table, located on the first referee's opposite side.

27.2 RESPONSIBILITIES

The pointer fills out the sùmmula in agreement with the Rules, cooperating with the second referee.

27.2.1 Before the beginning of the game and of the set, the sharpener registers the data of the departure and of the teams, according to the procedures in validity and he/she obtains the captains' signatures in the sùmula.

27.2.2 During the game, the pointer:

a) He/She registers the scored points and assures that the scoreboard indicates correctly all the points.

b) He/She registers the service order as soon as each player accomplishes your first service in the set.

c) He/She indicate the service order of each team with plates or verbally, by saying names. Indicates to the referees a mistake in the service sequence, immediately after the service.

d) He/She registers and it controls the number of requests of time, and it informs the second referee.

e) He/She notifies the referees the unfounded solicitations of time for rest. (Rule 19.4).

f) It informs the referees the set ends and court changes.

27.2.3 The pointer, in the end of the departure:

a) Should register the final result.

b) After signing the sùmmula, obtain the team captains' signatures and the referee's.

c) In the case of protest, register or it allows to the player to register in the sùmmula the occurrence of the protest.

28 LINE JUDGES

28.1 LOCATION

28.1.1 It is obligatory the participation of two line judges' in official international competitions. They are positioned on foot, in the opposite extremities of a diagonal of the court, from a distance of 1m to 2 m of the vertex of the same. Each one of them controls the closest lateral and bottom line.

28.1.2 In the case of the use of four line judges , they should be positioned on foot in the free zone, from about 1m to 3m of each vertex of the court, in the imaginary extension under his control.

28.2 RESPONSIBILITIES

28.2.1 The line judges execute your functions signaling with flags of 30cm-x 30 cm.

a) They sign ball “in” and ball “out”, whenever this falls next to the lines under your control.

b) They sign the contact to balls “out” made by a player of the receiving team.

c) They sign when the ball crosses the net out of the crossing space, touches the antennas, etc. (Rule 14.1.1)

The line judge closer to the balls trajectory is the first responsible for the signaling.

d) The signaling of the infractions by contacts with the bottom line, made by the player in the service, is responsibility of the line judge that controls the respective bottom line (Rule 16.5.1).

By the solicitation of the first referee, the line judge should repeat the made signaling.

29 OFFICIAL SIGNS

29.1 HAND SIGNS OF THE REFEREES

The referees and line judges should indicate through an official hand sign the category of the signed fault or the purpose of the authorized interruption, in the following way:

29.1.1 The referee signs is sustained for a moment, and it's made with one hand, it should correspond to the side of the team with the service.

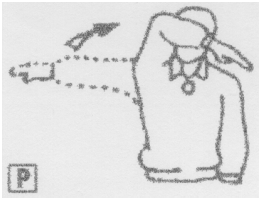
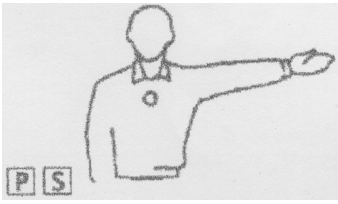
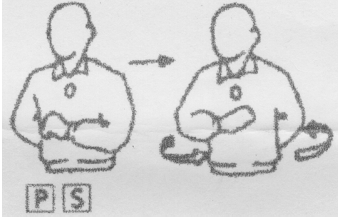
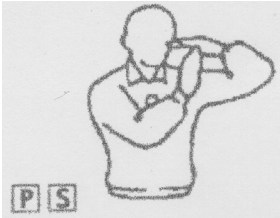
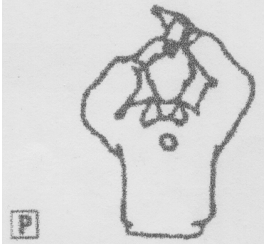
29.1.2 The referee indicates the nature of the fault.

29.1.3 The referee ends the signaling indicating the defaulter player.

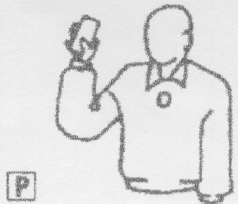
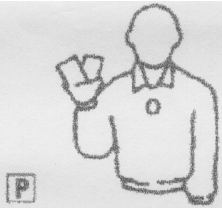
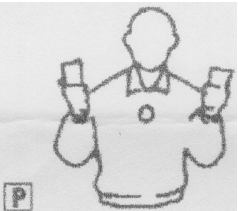
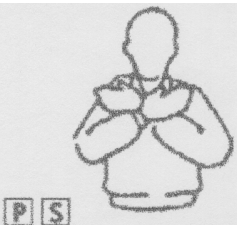
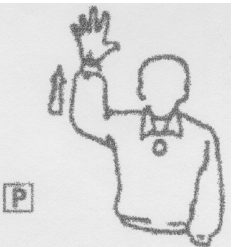
29.2 OFFICIAL SIGNS OF THE LINE JUDGES WITH A FLAG. (Anex 6)

The line judges should indicate through the official sign with the flag, the nature of the made fault, maintaining the signaling for one moment.

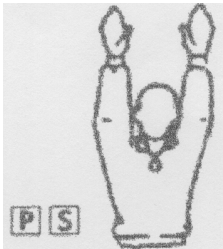
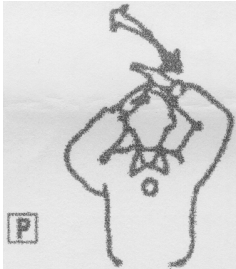
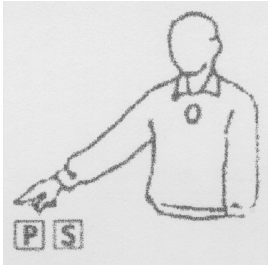
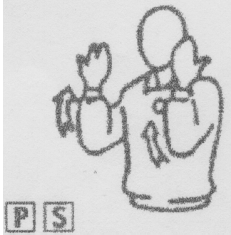
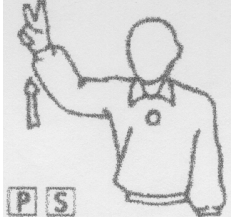
Official Arbitration Hand Signs - 1 to 5

Situations	First referee P Second referee S	Hand Signs
<p>1 Service Authorization</p> <p>R: 14.2</p>		<p>Move the hand to indicate the authorization</p>
<p>2 Team to execute the Service</p> <p>R:18.2.c</p>		<p>Point the side of the team to serve.</p>
<p>3 Change of court</p> <p>R16.9.a</p>		<p>Switch one arm in the front and the other in the back.</p>
<p>4 Time for rest</p> <p>R:16.5.a R:16.5.b R:16.5.c</p>		<p>Put the palm of one hand above the fingers of the other, forming a "T".</p>
<p>5 Retarding Warning</p> <p>R:16.4.a</p> <p>Penalty for retarding</p> <p>R:16.4.b</p>		<p>Point the yellow card in the pulse (warning).</p>

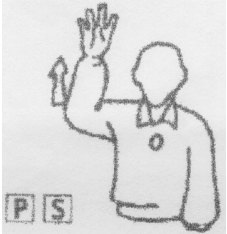
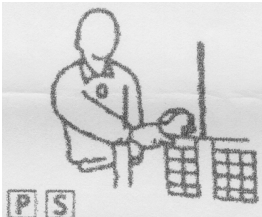
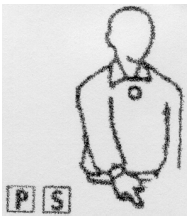
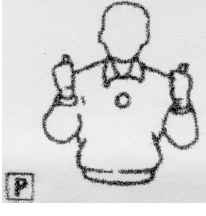
Official Arbitration Hand Signs - 6 to 10

Situations	First referee P Second referee S	Hand Signs
6 Warning for anti-sportive conduct R: 17.3.a Or penalty R: 17.3.b		Show the yellow card for warning and red for penalty.
7 Expelling R:17.3.c		Show both cards together.
8 Disqualifying R 17.3.d		Show both cards separately to disqualify.
9 Set end (ou game end) R:2.3.5 R:2.3.6		Cross the arms in the chest, with hands opened.
10 Service Delay R:14.3.c		Raise all the fingers opened.

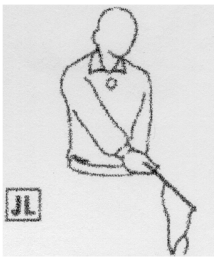
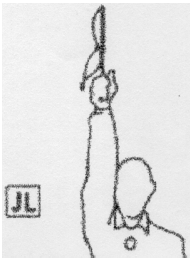
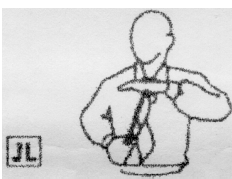
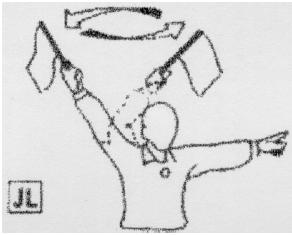
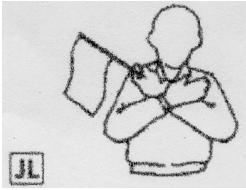
Official Arbitration Hand Signs - 11 to 15

Situations	First referee P Second referee S	Hand Signs
11 Barrier R:14.4		Raze both arms vertically with opened hands.
12 Touched ball R:22.2.a2		Rub the palm of one hand with the fingers of the other, in vertical position.
13 Ball "in" R:9.3		Point the floor with the fingers.
14 Ball "out" R:9.4.a R:9.4.b R:9.4.c R:9.4.d		Raze both arms vertically with the hands turned to the body.
15 Double touch R:11.5.a		Raze two fingers opened.

Official Arbitration Hand Signs - 16 to 19

Situations	First referee P Second referee S	Hand Signs
16 Four touches R:11.5.a		Raze four (4) fingers opened.
17 Net touch by a player R:22.2.a2		Touch the up edge or the side of the net according to the fault.
18 Crossing the opponent court R:13.1		Point to the central line.
19 Double fault and recurrent fault R:10.1.c		Raze both thumbs in vertical position.

Official Line Judges Signs With The Flag – 1 to 5

Situations	Line Judge JL	Signs
<p>1 Ball “in”</p> <p>R:9.3</p>		<p>Point down with the flag.</p>
<p>2 Ball “out”</p> <p>R:9.4.a R:9.4.b R:9.4.c R:9.4.d</p>		<p>Raze the flag vertically.</p>
<p>3 Touched ball</p> <p>R:22.2.a2</p>		<p>Raze the flag and touch, with the palm of the hand, the tip of the flag.</p>
<p>4 Ball crossing out of the crossing space or fault for touching the line in service</p> <p>R:22.2.a3</p>		<p>Wag the flag above head and point the antenna or bottom line.</p>
<p>5 Possible Judging</p>		<p>Raze both hands and arms and cross it in the chest.</p>

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