

**YOUTH
OFFICIAL
SITTING
VOLLEYBALL
RULES**

To be applied at Youth Parapan American Games

Sao Paulo, March 2017

GAME CHARACTERISTICS

Volleyball is a sport played by two teams on a playing court divided by a net. There are different versions available for specific circumstances in order to offer the versatility of the game to everyone.

The object of the game is to send the ball over the net in order to ground it on the opponent's court, and to prevent the same effort by the opponent. The team has three hits for returning the ball (in addition to the block contact).

The ball is put in play with a service: hit by the server over the net to the opponents. The rally continues until the ball is grounded on the playing court, goes "out" or a team fails to return it properly.

In Volleyball, the team winning a rally scores a point (Rally Point System). When the receiving team wins a rally, it gains a point and the right to serve, and its players rotate one position clockwise.

<p>The World ParaVolley <i>Philosophy of the Rules and Refereeing</i> is described in the following pages.</p>
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SECTION I - THE GAME

CHAPTER ONE - FACILITIES AND EQUIPMENT

1. PLAYING AREA

The playing area includes the playing court and the free zone. It shall be rectangular and symmetrical.

1.1. DIMENSIONS

The playing court is a rectangle measuring 4 m x 4 m, surrounded by a free zone which shall measure a minimum of 3 m from the side lines and 4.5 m from the end lines.

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.

For Regional Games, *World ParaVolley* World and Official Competitions, as well as Zonal Championships, The free playing space shall measure a minimum of 10m in height from the playing surface.

1.2. PLAYING SURFACE

- 1.2.1. The surface 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.

For Regional Games, *World ParaVolley* World and Official Competitions, as well as Zonal Championships, only a wooden or synthetic surface is allowed. Any surface must be previously approved by *World ParaVolley*.

- 1.2.2. The surface of the playing court must be of a light colour.

For *World ParaVolley* World and Official Competitions, as well as Zonal Championships, white colours are required for the lines. Other colours, different from each other, are required for the playing court and the free zone.

1.3. LINES ON THE COURT

- 1.3.1. All lines are 5 cm wide. They must be of a light colour which is different from the colour of the floor and from any other lines.

1.3.2. *Boundary Lines*

Two side lines and two end lines mark the playing court. Both side lines and end lines are drawn inside the dimensions of the playing court.

1.3.3. *Centre line*

The axis of the centre line divides the playing court into two equal courts measuring 4 m x 4 m each; however the entire width of the line is considered to belong to both courts equally. This line extends beneath the net from side line to side line.

1.3.4. *Attack line*

In 3 v 3 Youth Volleyball the attack line is not applicable.

For Youth Regional Games, *World ParaVolley* World and Official Competitions, as well as Zonal Championships, the “coach’s restriction line” (a broken line which extends 1.5 m from the centre line to the end of the court, parallel to the side line and 1.25 metres from it) is composed of 15 cm short lines drawn 20 cm apart to mark the limit of the coach’s area of operation.

1.4. ZONES AND AREAS

1.4.1. *Service zone*

The service zone is a 4m 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.

1.4.2. *Replacement Zone*

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

1.4.3. *Warm-up area*

The warm-up areas, sized approximately 2 x 2 m, are located in both of the bench-side corners, outside the free zone.

1.4.4. *Penalty area*

A penalty area, sized approximately 1 x 1 m and equipped with a chair, is located in the control area, outside the prolongation of each end line. They may be limited by a 5 cm wide red line.

1.5. TEMPERATURE

The minimum temperature shall not be below 10° C (50° F).

The maximum temperature shall not be higher than 25° C (77° F)

1.6. LIGHTING

The lighting on the playing area should be 1000 to 1500 lux measured at 1 m above the surface of the playing area.

2. NET AND POSTS

2.1. HEIGHT OF THE NET

2.1.1. Placed vertically over the centre line there is a net whose top is set at the height of 1.15 m for male athletes and 1.05 m for female athletes.

2.1.2. Its height is measured from the centre 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.

2.2. STRUCTURE

The net is 0.80 m wide and 5.00 metres long (with 50 cm on each side of the side bands), made of 10 cm square black mesh.

At the top a horizontal band, 7 cm wide, made of two-fold white canvas, is sewn along its full length. Each extreme end of the band has a hole, through which passes a cord, fastening the band to the posts for keeping its top taut.

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

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.

2.3. SIDE BANDS

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

They are 5 cm wide and 0.80 m long, and are considered as part of the net.

2.4. ANTENNAE

An antenna is a flexible rod, 1.60 m long and 10 mm in diameter, made of fibreglass or similar material.

An antenna is fastened at the outer edge of each side band. The antennae are placed on opposite sides of the net.

The top 80 cm of each antenna extends above the net and is marked with 10 cm stripes of contrasting colour, preferably red and white.

The antennae are considered as part of the net and laterally delimit the crossing space.

2.5. POSTS

2.5.1. The posts supporting the net are placed at a distance of 0.50–1.00 m outside the side lines. They are a maximum of 1.25 m high and may be adjustable.

2.5.2. The posts are rounded and smooth, sunk into the court. Free-standing weighted posts may be used where it is not possible to use sunken posts. There shall be no dangerous or obstructing devices. All posts and supporting structures must be padded.

2.6. ADDITIONAL EQUIPMENT

All additional equipment is determined by World ParaVolley regulations.

3. BALLS

3.1. STANDARDS

The ball shall be spherical, made of a flexible leather or synthetic leather case with a bladder inside made of rubber or a similar material.

Its colour may be a uniform light colour, or a combination of colours.

Synthetic leather material and colour combinations of balls used in *World ParaVolley* World and Official Competitions, as well as Zonal Championships, must comply with *World ParaVolley* standards.

Its circumference is 65–67 cm and its weight is 260–280 g.

Its inside pressure shall be 0.300 to 0.325 kg/cm² (4.26 to 4.61 psi) (294.3 to 318.82 mbar or hPa).

3.2. UNIFORMITY OF BALLS

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

The official *World ParaVolley* ball for all competitions is the *Molten Flistatec V5M5000*

3.3. THREE-BALL SYSTEM

For *Regional Youth Games* 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.

CHAPTER TWO - PARTICIPANTS

4. TEAMS

4.1. TEAM COMPOSITION

- 4.1.1. A team may consist of a maximum of 4 players (Under 21 and over 14 as specified in the Youth Para Games Regulations), including a maximum of one player classified as “minimal disability”, one Coach, and one Team Assistant.

Only those listed on the score sheet may enter the Competition/Control Area and take part in the official warm-up and in the match.

If a team chooses to use a Medical Doctor or Therapist as the Team Assistant he/she must be accredited beforehand by *World ParaVolley*.

- 4.1.2. One of the players is the team captain and shall be indicated on the score sheet.
- 4.1.3. 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.

4.2. LOCATION OF THE TEAM

- 4.2.1. The player not in play should either sit on his/her team seating or be in his/her warm-up area. The coach sits on the coach's chair, but may temporarily leave it.

The team seats are located beside the scorer's table, outside the free zone.

- 4.2.2. Only the team composition members are permitted to sit on the bench during the match and to participate in the official warm-up session.

- 4.2.3. The Replacement Player not in play may warm up without balls :

- 4.2.3.1. during play in his/her warm-up area;

4.3. EQUIPMENT

A player's equipment consists of a jersey, shorts and/or long pants, socks (the uniform) and sport shoes. Players may play without shoes. Players are also permitted to wear compression garments under shorts or long pants providing that they are of the same colour as the shorts. Compression garments worn under shorts should not be longer than the shorts.

The players are allowed to wear long pants, or compression garments as long as the whole team is wearing the same type/combination. The players are not allowed to sit on thick material or to wear specially made thick shorts or pants. It is not permitted to wear compression garments on the forearms.

- 4.3.1. The colour and the design for the jerseys, shorts, long pants, compression garments and socks must each be uniform for the team. The uniforms must be clean. The uniforms may display the World ParaVolley logo provided the shape and colours of the logo are maintained.
- 4.3.2. The shoes must be light and pliable with rubber or composite soles without heels. It is forbidden to wear shoes with marking soles.
- 4.3.3. Players' jerseys must be numbered from 1 to 4.
 - 4.3.3.1. The number must be placed on the jersey at the centre of the front and of the back. The colour and brightness of the numbers must contrast with the colour and brightness of the jerseys.
 - 4.3.3.2. The number must be a minimum of 15 cm in height on the chest 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.
- 4.3.4. The team captain must have on his/her jersey a stripe of 8 x 2 cm underlining the number on the chest.
- 4.3.5. It is forbidden to wear uniforms of a colour different from that of the other players and/or without official numbers.

4.4. CHANGE OF EQUIPMENT

The first referee may authorise one or more players:

- 4.4.1. to play without shoes. To play barefoot is not permitted.
- 4.4.2. to change wet or damaged uniforms between sets or during a Time-Out, provided that the colour, design and number of the new uniform(s) are the same

4.5. FORBIDDEN OBJECTS

- 4.5.1. It is forbidden to wear objects which may cause injury, either to the player or an opponent, or give an unfair artificial advantage to the player. Bandages may be worn, but anything that may be dangerous is not permitted.
- 4.5.2. Players may wear glasses or lenses at their own risk.

5. TEAM LEADERS

Both the team captain and the coach are responsible for the conduct and discipline of their team members.

5.1. CAPTAIN

- 5.1.1. *Prior to the match*, the team captain signs the score sheet and represents his/her team in the toss.
- 5.1.2. *During the match* and while on the court, the team captain is the game captain. When the team captain is not on the court, the coach or, in his/her absence, the team captain must assign another player on the court to assume the role of game captain. This game captain maintains his/her responsibilities until he/she is replaced, or the team captain returns to play, or the set ends.
- When the ball is out of play, only the game captain is authorised to speak to the referees:
- 5.1.2.1. to ask for an explanation on the application or interpretation of the Rules, and also to submit the requests or questions of his/her team-mates. If the game captain does not agree with the explanation of the first referee, he/she may choose to protest against such decision and immediately indicates to the first referee that he/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 authorisation:
- a) to change all or part of the equipment,
 - b) to verify the service rotation of the teams,
 - c) to check the floor, the net, the ball, etc.;
- 5.1.2.3. in the absence of the coach: to request time-outs
- 5.1.3. *At the end of the match*, the team captain:
- 5.1.3.1. thanks the referees and signs the score sheet to ratify the result;
- 5.1.3.2. may, when it has been notified in due time to the first referee, confirm and have recorded on the score sheet an official protest regarding the referee's application or interpretation of the rules.

Any protest made must be written in English by the 1st Referee, or the Scorer on the instructions of the 1st Referee.

5.2. 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, organises the player replacements and takes time-outs. In these functions his/her contacting official is the second referee.
- 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, gives the second referee or the scorer, the line-up sheet(s) duly filled in and signed;
 - 5.2.3.2. sits on the coach's chair, which is the nearest to the scorer, but may leave it;
 - 5.2.3.3. requests time-outs

- 5.2.3.4. may, as well as other team members, give instructions to the players on the court. The coach may give these instructions while standing or walking within the free zone in front of his/her team seats from outside the coach's restricted area up to the warm-up area, without disturbing or delaying the match.

5.3. TEAM ASSISTANT

- 5.3.1. The team assistant sits on the team seating, 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, but excluding entering the court as a player, the Team Assistant may assume the coach's functions for the duration of the absence, once confirmed to the referee by the game captain.

CHAPTER THREE - PLAYING FORMAT

5.4. TO SCORE A POINT

5.4.1. Point

A team scores a point:

- 5.4.1.1. by successfully grounding the ball on the opponent's playing court;
- 5.4.1.2. when the opposing team commits a fault;
- 5.4.1.3. when the opposing team receives a penalty.

5.4.2. Fault

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

- 5.4.2.1. if two or more faults are committed successively, only the first one is counted,
- 5.4.2.2. if two or more faults are committed by opponents simultaneously, a **DOUBLE FAULT** is called and the rally is replayed.

5.4.3. Rally and completed rally

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 a sequence of playing actions which result in the award of a point.

- 5.4.3.1. If the serving team wins a rally, it scores a point and continues to serve.
- 5.4.3.2. If the receiving team wins a rally, it scores a point and it must serve next.

5.5. TO WIN A SET

A set is won by the team which first scores 25 points with a minimum lead of two points. In the case of a 24–24 tie, play is continued until a two-point lead is achieved (26–24; 27–25; ...).

5.6. TO WIN THE MATCH

- 5.6.1. The match is won by the team that wins two sets.
- 5.6.2. For all matches three sets will be played. The third set will also be played to 25 points, with a minimum lead of two points. In the case of a 24–24 tie, play is continued until a two-point lead is achieved (26–24; 27–25; ...).

5.7. DEFAULT AND INCOMPLETE TEAM

- 5.7.1. If a team refuses to play after being summoned to do so, it is declared in default and forfeits the match with the result 0–3 for the match and 0–25 for each set.
- 5.7.2. 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 5.7.1.
- 5.7.3. A team that is declared INCOMPLETE for the set or for the match, loses the set or the match. The opposing team is given the points, or the points and the sets, needed to win the set or the match. The incomplete team keeps its points and sets.

6. STRUCTURE OF PLAY

6.1. THE TOSS

Before the match, the first referee carries out a toss to decide upon the first service and the sides of the court in the first set.

A new toss will be carried out before the third and final set.

- 6.1.1. The toss is taken in the presence of the two team captains.
- 6.1.2. The winner of the toss chooses:
 - EITHER
 - 6.1.2.1. the right to serve or to receive the service,
 - OR
 - 6.1.2.2. the side of the court.
- The loser takes the remaining choice.
- 6.1.3. In the case of consecutive warm-ups, the team that has the first service takes the first turn at the net.

6.2. OFFICIAL WARM-UP SESSION

- 6.2.1. Prior to the match, even if the teams have previously had a playing court at their disposal, they are entitled to a 10-minute warm-up period together at the net.
- 6.2.2. If either captain requests separate (consecutive) warm-ups at the net, the teams may do so for 5 minutes each.
- 6.2.3. In the case of separate consecutive warm-ups, the team that has the first service takes the first turn at the net.

6.3. TEAM STARTING LINE-UP

- 6.3.1. There must always be three players per team in play. One of the four players must be classified as ‘Minimal Disability’.

The team’s starting line-up indicates the rotational/serving order of the players on the court. This order must be maintained throughout the set.

- 6.3.2. Before the start of each set, the coach has to present the starting line-up of his/her team on a line-up sheet. The sheet is submitted, duly filled in and signed, to the second referee or the scorer.
- 6.3.3. The player who is not in the starting line-up of a set is the Replacement player for that set.
- 6.3.4. Once the line-up sheet has been delivered to the second referee or scorer, no change in line-up may be authorised.
 - 6.3.4.1. when, before the start of the set, a player on court is found not to 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;
 - 6.3.4.2. however, if the coach wishes to keep the non-recorded Replacement player on the court, he/she has to request a replacement by use of the corresponding hand signal, which will then be recorded on the score sheet.
 - 6.3.4.3. When a player is found to be on court but he/she is not registered on the score sheet list of four players, the opponents' points remain valid, and in addition they gain a point and service. The team at fault will lose all points and/or sets (0-25) if necessary) gained from the moment the non-registered player entered the court, and will have to submit a revised line-up sheet and send a registered player into the court, in the position of the non-registered player.

6.4. POSITIONS

At the moment the ball is hit by the server, each team must be positioned within its own court (except the server). *There are no set positions except that the serve must be executed by the correct player in the rotational order.*

- 6.4.1.1. each player's position is determined by the position of his/her buttocks
- 6.4.2. After the service hit the players, including the server, may move around and occupy any position on their court, and the free zone.

6.5. POSITIONAL FAULT

- 6.5.1. The team commits a positional fault when a player is on court through illegal Replacement at the moment the ball is hit by the server.

6.6. ROTATION

- 6.6.1. The rotational order is determined by the team's starting line-up, and controlled with the service order throughout the set.

6.7. ROTATIONAL FAULT

- 6.7.1. A rotational fault is committed when the SERVICE is not made according to the rotational order. It leads to the following consequences:
 - 6.7.1.1. the team is sanctioned with a point and service to the opponent;

- 6.7.1.2. the players' rotational order is rectified.
- 6.7.2. Additionally, the scorer should determine the exact moment when the fault was committed and all points scored subsequently by the team at fault must be cancelled. The opponent's points remain valid.
If that moment cannot be determined, no point(s) cancellation takes place, and a point and service to the opponent is the only sanction.

CHAPTER FOUR - PLAYING ACTIONS

7. STATES OF PLAY

7.1. BALL IN PLAY

The ball is in play from the moment of the hit of the service authorised by the first referee.

7.2. BALL OUT OF PLAY

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

7.3. BALL “IN”

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

7.4. BALL “OUT”

The ball is “out” when:

- 7.4.1. the part of the ball which contacts the floor is completely outside the boundary lines;
- 7.4.2. it touches an object outside the court, the ceiling or a person out of play;
- 7.4.3. it touches the antennae, ropes, posts or the net itself outside the side bands;
- 7.4.4. it crosses the vertical plane of the net either partially or totally outside the crossing space, except in the case of Rule 10.1.2;
- 7.4.5. it crosses completely the lower space under the net.

8. PLAYING THE BALL

Each team must play within its own playing area and space (except Rule 10.1.2). The ball may, however, be retrieved from beyond the free zone.

8.1. TEAM HITS

A hit is any contact with the ball by a player in play.

The team is entitled to a maximum of three hits (in addition to blocking), for returning the ball. If more are used, the team commits the fault of “FOUR HITS”.

8.1.1. *Consecutive contacts*

A player may not hit the ball two times consecutively (except Rules 9.2.3, 14.2 and 14.4.2).

8.1.2. *Simultaneous contacts*

Two or three players may touch the ball at the same moment.

- 8.1.2.1. When two (three) team-mates touch the ball simultaneously, it is counted as two (three) hits (with the exception of blocking). If they reach for the ball, but only one of them touches it, one hit is counted. A collision of players does not constitute a fault.
- 8.1.2.2. When two opponents touch the ball simultaneously over the net and the ball remains in play, the team receiving the ball is entitled to another three hits. If such a ball goes “out”, it is the fault of the team on the opposite side.
- 8.1.2.3. If simultaneous hits by two opponents over the net lead to a “CATCH”, it is a “DOUBLE FAULT” and the rally is replayed. However, a short catch is permitted when the extended contact does not stop the continuity of the play.

8.1.3. *Assisted hit*

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

However, a player who is about to commit a fault (touch the net, etc.) may be stopped or held back by a team-mate.

8.2. CHARACTERISTICS OF THE HIT

- 8.2.1. The ball may touch any part of the body.
- 8.2.2. The ball must not be caught and/or thrown. It can rebound in any direction.
- 8.2.3. The ball may touch various parts of the body, provided that the contacts take place simultaneously.

Exceptions:

- 8.2.3.1. at blocking, consecutive contacts may be made by one or more players provided that the contacts occur during one action;
- 8.2.3.2. at the first hit of the team the ball may contact various parts of the body consecutively, provided that the contacts occur during one action.

8.3. FAULTS IN PLAYING THE BALL

- 8.3.1. **FOUR HITS:** a team hits the ball four times before returning it.
- 8.3.2. **ASSISTED HIT:** a player takes support from a team-mate or any structure/object in order to hit the ball within the playing area.
- 8.3.3. **CATCH:** the ball is caught and/or thrown; it does not rebound from the hit
- 8.3.4. **DOUBLE CONTACT:** a player hits the ball twice in succession or the ball contacts various parts of his/her body in succession.

- 8.3.5. **LIFTING:** the part of the player's body between the buttocks and the shoulders loses contact with the court during a playing action (except Rule 8.4.1).

8.4. CONTACT WITH THE COURT

- 8.4.1. At all times during playing actions the players must contact the court with some part of the body between the buttocks and shoulders. However, a loss of contact with the court is permitted when playing the ball in defence unless it is a service hit, a block, or an attack hit when the ball is completely higher than the top of the net.
- 8.4.2. To stand up, raise the body or take steps is forbidden.

9. BALL AT THE NET

9.1. BALL CROSSING THE NET

- 9.1.1. The 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:

- 9.1.1.1. below, by the top of the net;
- 9.1.1.2. at the sides, by the antennae, and their imaginary extension;
- 9.1.1.3. above, by the ceiling.

- 9.1.2. The ball that has crossed the net plane to the opponents' free zone totally or partly through the external space, may be played back within the team hits, provided that:

- 9.1.2.1. the opponents' court is not touched by the player;
- 9.1.2.2. the ball, when played back, crosses the net plane again totally or partly through the external space on the same side of the court.

The opposing team may not prevent such an action.

- 9.1.3. The ball that is heading towards the opponent's court through the lower space is in play until the moment it has completely crossed the vertical plane of the net.

9.2. BALL TOUCHING THE NET

While crossing the net, the ball may touch it.

9.3. BALL IN THE NET

- 9.3.1. A ball driven into the net may be recovered within the limits of the three team hits.
- 9.3.2. If the ball rips the mesh of the net or tears it down, the rally is cancelled and replayed.

10. PLAYER AT THE NET

10.1. REACHING BEYOND THE NET

- 10.1.1. In blocking, a player may touch the ball beyond the net, provided that he/she does not interfere with the opponent's play before or during the latter's attack hit.
- 10.1.2. After an attack hit, a player is permitted to pass his/her hand beyond the net, provided that the contact has been made within his/her own playing space.

10.2. PENETRATION UNDER THE NET

- 10.2.1. It is permitted to penetrate into the opponent's space under the net, provided that this does not interfere with the opponent's play.
- 10.2.2. It is permitted to touch the opponent's court beyond the centre line with any part of the body provided that it does not interfere with the opponent's play.
- 10.2.3. A player may enter the opponents' court after the ball goes out of play.
- 10.2.4. Players may penetrate into the opponent's free zone provided that they do not interfere with the opponent's play.

10.3. CONTACT WITH THE NET

- 10.3.1. Contact with the net by a player is not a fault, unless it interferes with the play.
- 10.3.2. Players may touch the post, ropes, or any other object outside the antennae, including the net itself, provided that it does not interfere with play.
- 10.3.3. When the ball is driven into the net and causes it to touch an opponent, no fault is committed.

10.4. PLAYER'S FAULTS AT THE NET

- 10.4.1. A player touches the ball or an opponent in the opponent's space before or during the opponent's attack hit.
- 10.4.2. A player interferes with the opponent's play while penetrating into the opponent's space under the net.
- 10.4.3. A player penetrates into the opponent's court interfering with the opponent's play.
- 10.4.4. A player interferes with the opponent's play by (amongst others):
 - 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
 - making actions which hinder an opponent's legitimate attempt to play the ball.

11. SERVICE

The service is the act of putting the ball into play, by the back right player, placed 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 3rd set is executed by the team determined by the toss.
- 11.1.2. The 2nd set will be started with the service of the team that did not serve first in the 1st 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 player to serve is determined as follows:
 - 11.2.2.1. when the serving team wins the rally, the player (or his/her replacement) who served before, serves again;
 - 11.2.2.2. when the receiving team wins the rally, it gains the right to serve

11.3. AUTHORISATION OF THE SERVICE

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

11.4. EXECUTION OF THE SERVICE

- 11.4.1. The ball shall be hit with one hand or any part of the arm after being tossed or released from the hand(s).
- 11.4.2. Only one toss or release of the ball is allowed. Dribbling or moving the ball in the hands is permitted.
- 11.4.3. At the moment of the service hit, the server's buttocks must not touch the court (the end line included) or the floor outside the service zone. The server's foot(feet), leg(s) or hand(s) may touch the court and/or the free zone outside the service zone.

After the hit, he/she may move outside the service zone, or inside the court.
- 11.4.4. The server must hit the ball within 8 seconds after the first referee whistles for service.
- 11.4.5. A service executed before the referee's whistle is cancelled and repeated.

11.5. SCREENING

- 11.5.1. The players of the serving team must not prevent their opponent, through individual or collective screening, from seeing the server and the flight path of the ball.
- 11.5.2. A player or group of players, of the serving team makes a screen by waving arms or moving sideways, during the execution of the service, or by sitting grouped to hide the server and the flight path of the ball.

11.6. FAULTS MADE DURING THE SERVICE

11.6.1. *Serving faults*

The following faults lead to a change of service

The server:

- 11.6.1.1. violates the service order;
- 11.6.1.2. does not execute the service properly;
- 11.6.1.3. lifts his/her buttocks.

11.6.2. *Faults after the service hit*

After the ball has been correctly hit, the service becomes a fault if the ball:

- 11.6.2.1. touches a player of the serving team or fails to cross the vertical plane of the net completely through the crossing space;
- 11.6.2.2. goes “out”;
- 11.6.2.3. passes over a screen.

12. ATTACK HIT

12.1. CHARACTERISTICS OF THE ATTACK HIT

- 12.1.1. All actions which direct the ball towards the opponent, with the exception of service and block, are considered as attack hits.
- 12.1.2. During an attack hit, tipping is permitted only if the ball is cleanly hit, and not caught or thrown.
- 12.1.3. An attack hit is completed at the moment the ball completely crosses the vertical plane of the net or is touched by an opponent.

12.2. RESTRICTIONS OF THE ATTACK HIT

- 12.2.1. A player may complete an attack hit at any height, provided that the contact with the ball has been made within the player’s own playing space.

12.3. FAULTS OF THE ATTACK HIT

- 12.3.1. A player hits the ball within the playing space of the opposing team.
- 12.3.2. A player hits the ball “out”.
- 12.3.3. A player lifts his/her buttocks at the moment he/she hits the ball.

13. BLOCK

13.1. BLOCKING

- 13.1.1. Blocking is the action of players close to the net to intercept the ball coming from the opponent by reaching higher than the top of the net, regardless of the height of the ball contact. At the moment of contact with the ball, part of the body must be higher than the top of the net.

13.1.2. *Block Attempt*

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

13.1.3. *Completed Block*

A block is completed whenever the ball is touched by a blocker.

13.1.4. *Collective Block*

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

13.2. BLOCK CONTACT

Consecutive (quick and continuous) contacts may occur by one or more blockers provided that the contacts are made during one action.

13.3. BLOCKING WITHIN THE OPPONENT'S SPACE

In blocking, the player may place his/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 hit.

13.4. BLOCK AND TEAM HITS

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

13.4.2. The first hit after the block may be executed by any player, including the one who has touched the ball during the block.

13.5. BLOCKING THE SERVICE

To block an opponent's service is permitted.

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 hit.

13.6.2. The blocker lifts his/her buttocks when he/she completes a block or participates in a completed block.

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

13.6.4. Blocking the ball in the opponent's space from outside the antenna.

CHAPTER FIVE - INTERRUPTIONS, INTERVALS AND DELAYS

14. REGULAR GAME INTERRUPTIONS

An interruption is the time between one completed rally and the first referee's whistle for the next service.

The only *regular game* interruptions are TIME-OUTS

14.1. NUMBER OF REGULAR INTERRUPTIONS

Each team may request a maximum of two time-outs per set

14.2. REQUESTS FOR REGULAR GAME INTERRUPTIONS

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

14.3. TIME-OUTS AND TECHNICAL TIME-OUTS

- 14.3.1. Time-out requests must be made by showing the corresponding hand signal, when the ball is out of play and before the whistle for service.

All time-outs that are requested last for 30 seconds.

It is obligatory to use the buzzer and then the hand signal to request time-out.

Two additional 60-second "Technical Time-Outs" are applied automatically, in each of the three sets, when the leading team reaches the 8th and 16th points.

- 14.3.2. During all time-outs, the players in play must go to the free zone near their bench.

14.4. REPLACEMENT OF PLAYERS

- 14.4.1. A replacement is the act by which a player enters the game to occupy the position of another player, who must leave the court at that moment.

14.5. LIMITATION OF REPLACEMENT

- 14.5.1. In each set the replacement player may enter the game in place of only one player of the starting line-up, and he/she can only be replaced by the same starting player. A total of six changes are permitted per set.

14.6. EXCEPTIONAL REPLACEMENT

A player who cannot continue playing due to injury or illness, should be replaced legally. If this is not possible, the team is entitled to make an EXCEPTIONAL replacement, beyond the limits of Rule 14.5.1.

An exceptional replacement means that the player who is not on the court at the time of the injury/illness, may be introduced into the game for the injured player. The substituted injured/ill player is not allowed to re-enter the match.

An EXPELLED or DISQUALIFIED player must be replaced through a legal replacement. If this is not possible, the team is declared INCOMPLETE.

14.7. ILLEGAL REPLACEMENT

14.7.1. A replacement is illegal, if it exceeds the limitations indicated in Rule 14.5.1, (except the case of Rule 14.6, or an unregistered player is involved).

14.7.2. When a team has made an illegal replacement and the play has been resumed the following procedure shall apply, in sequence:

14.7.2.1. the team is penalised with a point and service to the opponents;

14.7.2.2. the replacement must be rectified;

14.7.2.3. the points scored by the team at fault since the fault was committed are cancelled. The opponent's points remain valid.

14.8. REPLACEMENT PROCEDURE

14.8.1. REPLACEMENT must be carried out on the scorer's side of the court between the centre line and the end line.

14.8.1.1 The actual request for replacement is the entrance of the player during an interruption. The coach does not need to make a signal except if the replacement is for injury or before the start of the set. In such cases the substitution signal should be used.

14.8.1.2 If the replacement is not quick it is not granted and the team is sanctioned for a delay.

14.9. IMPROPER REQUESTS

14.9.1. It is improper to request any game interruption:

14.9.1.1. during a rally or at the moment of, or after the whistle to serve;

14.9.1.2. by a non-authorized team member;

14.9.1.3. after having exhausted the authorized number of time-outs and player replacements.

14.9.2. The first improper request by a team in the match that does not affect or delay the game shall be rejected, but it must be recorded on the score sheet without any other consequences.

14.9.3. Any further improper request in the match by the same team constitutes a delay.

15. GAME DELAYS

15.1. TYPES OF DELAY

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

- 15.1.1. delaying regular game interruptions;
- 15.1.2. prolonging interruptions, after having been instructed to resume the game;
- 15.1.3. requesting an illegal replacement;
- 15.1.4. repeating an improper request;
- 15.1.5. delaying the game by a team member.

15.2. DELAY SANCTIONS

- 15.2.1. “Delay warning” and “delay penalty” are team sanctions.
 - 15.2.1.1. Delay sanctions remain in force for the entire match.
 - 15.2.1.2. All delay sanctions are recorded on the score sheet.
- 15.2.2. The first delay in the match by a team member is sanctioned with a “DELAY WARNING”.
- 15.2.3. The second and subsequent delays of any type by any member of the same team in the same match constitute a fault and are sanctioned with a “DELAY PENALTY”: a point and service to the opponent.
- 15.2.4. Delay sanctions imposed before or between sets are applied in the following set.

16. EXCEPTIONAL GAME INTERRUPTIONS

16.1. INJURY/ILLNESS

- 16.1.1. Should a serious accident occur while the ball is in play, the referee must stop the game immediately and permit medical assistance to enter the court.

The rally is then replayed

- 16.1.2. If an injured/ill player cannot be substituted, legally or exceptionally, the player is given a 3-minute recovery time, but not more than once for the same player in the match.

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

16.2. EXTERNAL INTERFERENCE

If there is any external interference during the game, play has to be stopped and the rally is replayed.

16.3. PROLONGED INTERRUPTIONS

16.3.1. If unforeseen circumstances interrupt the match, the first referee, the organiser and the Control Committee, if there is one, shall decide the measures to be taken to re-establish normal conditions.

16.3.2. Should one or several interruptions occur, not exceeding 4 hours in total:

16.3.2.1. if the match is resumed on the same playing court, the interrupted set shall continue normally with the same score, players (except expelled or disqualified ones) and positions. The sets already played will keep their scores;

16.3.2.2. if the match is resumed on another playing court, the interrupted set is cancelled and replayed with the same team members and the same starting line-ups (except expelled or disqualified ones) and the record of all sanctions will be maintained. The sets already played will keep their scores.

17. INTERVALS AND CHANGE OF COURTS

17.1. INTERVALS

An interval is the time between sets. All intervals last three minutes.

During this period of time, the change of courts and line-up registrations of the teams on the score sheet are made.

17.2. CHANGE OF COURTS

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

17.2.2. In the deciding set, once a team reaches 12 points, the teams change courts without delay.

If the change is not made once the leading team reaches 12 points, it will take place as soon as the error is noticed. The score at the time that the change is made remains the same.

CHAPTER SEVEN - PARTICIPANTS' CONDUCT

18. REQUIREMENTS OF CONDUCT

18.1. SPORTSMANLIKE CONDUCT

- 18.1.1. Participants must know the "Official Youth Sitting Volleyball Rules" and abide by them.
- 18.1.2. Participants must accept referees' decisions with sportsmanlike conduct, without disputing them.

In case of doubt, clarification may be requested only through the game captain.
- 18.1.3. Participants must refrain from actions or attitudes aimed at influencing the decisions of the referees or covering up faults committed by their team.

18.2. FAIR PLAY

- 18.2.1. Participants must behave respectfully and courteously in the spirit of FAIR PLAY, not only towards the referees, but also towards other officials, the opponents, team-mates and spectators.
- 18.2.2. Communication between team members during the match is permitted.

19. MISCONDUCT AND ITS SANCTIONS

19.1. MINOR MISCONDUCT

Minor misconduct offences are not subject to sanctions. It is the first referee's duty to prevent the teams from approaching the sanctioning level.

This is done in two stages:

Stage 1: by using a verbal warning through the game captain;

Stage 2: by use of a YELLOW CARD to the team member(s) concerned. This formal warning is not in itself a sanction but a symbol that the team member (and by extension the team) has reached the sanctioning level for the match. It is recorded on the score sheet but has no immediate consequences.

19.2. MISCONDUCT LEADING TO SANCTIONS

Incorrect conduct by a team member towards officials, opponents, team-mates or spectators is classified in three categories according to the seriousness of the offence.

- 19.2.1. *Rude conduct*: action contrary to good manners or moral principles.

- 19.2.2. *Offensive conduct*: defamatory or insulting words or gestures or any action expressing contempt.
- 19.2.3. *Aggression*: actual physical attack or aggressive or threatening behaviour.

19.3. SANCTION SCALE

According to the judgement of the first referee and depending on the seriousness of the offence, the sanctions to be applied and recorded on the score sheet are: *Penalty*, *Expulsion* or *Disqualification*.

19.3.1. *Penalty*

The first rude conduct in the match by any team member is penalised with a point and service to the opponents.

19.3.2. *Expulsion*

- 19.3.2.1. A team member who is sanctioned by expulsion shall not play for the rest of the set, must be substituted legally and immediately if on court and must remain seated in the penalty area with no other consequences.

An expelled coach loses his/her right to intervene in the set and must remain seated in the penalty area.

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

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

19.3.3. *Disqualification*

- 19.3.3.1. A team member who is sanctioned by disqualification must be substituted legally and immediately if on court and must leave the Competition Control Area for the rest of the match with no other consequences.

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

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

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

19.4. APPLICATION OF MISCONDUCT SANCTIONS

- 19.4.1. All misconduct sanctions are individual sanctions, remain in force for the entire match and are recorded on the score sheet.

- 19.4.2. The repetition of misconduct by the same team member in the same match is sanctioned progressively (the team member receives a heavier sanction for each successive offence).

19.4.3. Expulsion or disqualification due to offensive conduct or aggression does not require a previous sanction.

19.5. MISCONDUCT BEFORE AND BETWEEN SETS

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

19.6. SANCTION CARDS

Warning: no sanction - Stage 1: verbal warning
Stage 2: symbol Yellow Card

Penalty: sanction - symbol Red card

Expulsion: sanction - symbol Red + Yellow cards jointly

Disqualification: sanction - symbol Red + Yellow cards separately

SECTION II -
THE REFEREES, THEIR RESPONSIBILITIES AND
OFFICIAL HAND SIGNALS

CHAPTER EIGHT - REFEREES

20. REFEREEING CORPS AND PROCEDURES

20.1. COMPOSITION

The refereeing corps for a match is composed of the following officials:

- the first referee
- the second referee
- the scorer
- four (two) line judges

For *Regional Youth Games* an assistant scorer is compulsory.

20.2. PROCEDURES

20.2.1. Only the first and second referees may blow a whistle during the match:

20.2.1.1. the first referee gives the signal for the service that begins the rally;

20.2.1.2. the first or second referee signals the end of the rally, provided that they are sure that a fault has been committed and they have identified its nature.

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

20.2.3. Immediately after the referee's whistle to signal the completion of the rally, they have to indicate with the official hand signals:

20.2.3.1. If the fault is whistled by the first 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).

20.2.3.2. If the fault is whistled by the second referee, he/she will indicate:

- a) the nature of the fault;
- b) the player(s) at fault (if necessary);
- c) the team to serve following the hand signal of the first referee.

In this case, the first referee does not show *either the nature of the fault or the player at fault, but only the team to serve.*

20.2.3.3. 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 first referee.

21. FIRST REFEREE

21.1. LOCATION

The first referee carries out his/her functions standing at the post at the end of the net on the opposite side to the scorer.

21.2. AUTHORITY

21.2.1. The first referee directs the match from the start until the end. He/she has authority over all members of the refereeing corps and the members of the teams.

During the match the first referee's decisions are final. He/she is authorised to overrule the decisions of other members of the refereeing corps, if it is noticed that they are mistaken.

The first referee may even replace a member of the refereeing corps who is not performing his/her functions properly.

21.2.2. The first referee also controls the work of the ball retrievers, floor wipers and moppers.

21.2.3. The first referee has the power to decide any matter involving the game including those not provided for in the Rules.

21.2.4. The first referee shall not permit any discussion about his/her decisions.

However, at the request of the game captain, the first referee will give an explanation on the application or interpretation of the Rules upon which he/she has based the decision.

If the game captain does not agree with the explanation of the first referee and chooses to protest against such decision, he/she must immediately reserve the right to file, and have recorded, this protest at the conclusion of the match. The first referee must authorise this right of the game captain.

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

21.3. RESPONSIBILITIES

21.3.1. Prior to the match, the first referee:

21.3.1.1. inspects the conditions of the playing area, the balls and other equipment;

21.3.1.2. performs the toss with the team captains;

21.3.1.3. controls the teams' warming-up.

21.3.2. During the match, *the first referee* is authorised:

21.3.2.1. to issue warnings to the teams;

21.3.2.2. to sanction misconduct and delays;

21.3.2.3. to decide upon:

- a) the faults of the server and of screening by the serving team
- b) the faults in playing the ball, including lifting;
- c) the faults above the net and, and the faulty contact of the player with the net, primarily on the attacker's side.
- e) the ball crossing *completely* the lower space under the net;

21.3.3. At the end of the match, he/she checks the score sheet and signs it.

22. SECOND REFEREE

22.1. LOCATION

The second referee performs his/her functions standing outside the playing court near the post, on the opposite side from, and facing, the first referee.

22.2. AUTHORITY

22.2.1. The second referee is the assistant of the first referee, but has also his/her own range of jurisdiction.

Should the first referee become unable to continue his/her work, the second referee may replace him/her.

22.2.2. The second referee may, without whistling, also signal faults outside his/her range of jurisdiction, but may not insist on them to the first referee.

22.2.3. The second referee controls the work of the scorer(s).

22.2.4. The second referee supervises the team member on the team bench and reports his/her misconduct to the first referee.

22.2.5. The second referee controls the player in the warm-up areas.

22.2.6. The second referee authorises the regular game interruptions, controls their duration and rejects improper requests.

22.2.7. The second referee controls the number of time-outs used by each team, and reports the 2nd time-out to the first referee and the coach concerned.

22.2.8. In the case of an injury of a player, the second referee authorises an exceptional substitution or grants a 3-minute recovery time.

22.2.9. The second referee checks the floor condition, mainly in the front zone. He/she also checks, during the match, that the balls still fulfil the regulations.

22.2.10. The second referee supervises the team members in the penalty areas and reports their misconduct to the first referee.

22.3. RESPONSIBILITIES

- 22.3.1. At the start of each set, at the change of courts in the deciding set and whenever necessary, the second referee checks that the players on the court correspond to those on the line-up sheets.
- 22.3.2. During the match, the second referee decides, whistles and signals:
 - 22.3.2.1. penetration into the opponent's court, and the space under the net;
 - 22.3.2.2. the faulty contact of the player with the net primarily on the blocker's side and with the antenna on his/her side of the court;
 - 22.3.2.3. the contact of the ball with an outside object;
 - 22.3.2.4. the contact of the ball with the floor when the first referee is not in position to see the contact;
 - 22.3.2.5. the ball that crosses the net totally or partly outside of the crossing space to the opponent court or contacts the antenna on his/her side of the court;
 - 22.3.2.6. lifting faults, especially by the blockers.
- 22.3.3. At the end of the match, he/she checks and signs the score sheet.

23. SCORER

23.1. LOCATION

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

23.2. RESPONSIBILITIES

He/she keeps the score sheet according to the Rules, co-operating with the second referee.

He/she uses a buzzer or other sound device to notify irregularities or give signals to the referees on the basis of his/her responsibilities.

- 23.2.1. Prior to the match and set, the scorer:
 - 23.2.1.1. registers the data of the match and teams, according to the procedures in force, and obtains the signatures of the captains and the coaches;
 - 23.2.1.2. records the rotational order of each team from the line-up sheet.
If he/she fails to receive the line-up sheets on time, he/she immediately notifies this fact to the second referee.
- 23.2.2. During the match, the scorer:
 - 23.2.2.1. records the points scored;
 - 23.2.2.2. controls the serving order of each team and indicates any error to the referees immediately after the service hit;

- 23.2.2.3. notifies the referees of a request for interruption that is out of order;
- 23.2.2.4. announces to the referees the ends of the sets, and the scoring of the 12th point in the deciding set;
- 23.2.2.5. records misconduct warnings, sanctions and improper requests;
- 23.2.2.6. records all other events as instructed by the second referee, i.e. exceptional replacements, recovery time, prolonged interruptions, external interference, etc.;
- 23.2.2.7. controls the interval between sets.
- 23.2.3. At the end of the match, the scorer:
 - 23.2.3.1. records the final result;
 - 23.2.3.2. in the case of protest, with the previous authorisation of the first referee, writes on the score sheet a statement on the incident protested;
 - 23.2.3.3. signs the score sheet him/herself, before obtaining the signatures of the team captains and then the referees.

24. ASSISTANT SCORER

24.1. LOCATION

The assistant scorer performs his/her functions seated beside the scorer at the scorer's table.

24.2. RESPONSIBILITIES

He/she assists with the administrative duties of the scorer's work.

Should the scorer become unable to continue his/her work, the assistant scorer substitutes for the scorer.

- 24.2.1. Prior to the match and set, the assistant scorer:
 - 24.2.1.1. prepares the reserve score sheet.
- 24.2.2. During the match, the assistant scorer:
 - 24.2.2.1. records the details of the replacements
 - 24.2.2.2. starts and ends the timing of Technical Time-outs;
 - 24.2.2.3. operates the manual scoreboard on the scorer's table;
 - 24.2.2.4. checks that the scoreboards agree and indicate the correct score;
 - 24.2.2.5. if necessary, updates the reserve score sheet and gives it to the scorer.
- 24.2.3. At the end of the match, the assistant scorer:
 - 24.2.3.1. signs the Replacement Recording Sheet and submits it for checking;
 - 24.2.3.2. signs the score sheet.

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 1 to 2 m from the corner.

Each one of them controls both the end line and side line on his/her side.

For Youth *World ParaVolley* World and Official Competitions, as well as Zonal Championships, it is compulsory to have four line judges.

They stand in the free zone at 1 to 3 m from each corner of the court, on the imaginary extension of the line that they control.

25.2. RESPONSIBILITIES

25.2.1. The line judges perform their functions by using flags (40 x 40 cm) as shown in Diagram 12 to signal:

25.2.1.1. the ball “in” and “out” whenever the ball lands near their line(s);

25.2.1.2. the touches of “out” balls by the team receiving the ball;

25.2.1.3. the ball touching the antenna, the served ball and the third hit of the team crossing the net outside the crossing space, etc.;

25.2.1.4. any player (except the server) who has at least part of his/her buttocks outside of his/her court at the moment of the service hit;

25.2.1.5. the buttock faults of the server;

25.2.1.6. any contact with the top 80cm of the antenna on their side of the court by any player during his/her action of playing the ball or interfering with the play;

25.2.1.7. the ball crossing the net outside the crossing space into opponent’s court or touching the antenna on his/her side of the court.

25.2.2. At the first referee’s request, a line judge must repeat his/her signal.

26. OFFICIAL SIGNALS

26.1. REFEREES’ HAND SIGNALS

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

26.2. LINE JUDGES' FLAG SIGNALS

The line judges must indicate with the official flag signal the nature of the fault called, and maintain the signal for a moment.

PART 3: DEFINITIONS

Areas	These are sections of the floor <i>outside</i> the free zone, identified by the rules as having a specific function. These include Warm-up Area and Penalty Area.
Ball Retrievers	These are personnel whose job it is to maintain the flow of the game by rolling the ball to the server between rallies.
Competition Control Area	The Competition Control Area is a corridor around the playing court and free zone, which includes all spaces up to the outer barriers or delimitation fence (see Diagram 1a).
Crossing Space	<p>The crossing space is defined by:</p> <ul style="list-style-type: none">• the horizontal band at the top of the net;• the antennae and their extension;• the ceiling. <p>The ball must cross to the opponent's <i>court</i> through the crossing space.</p>
Dribbling	Dribbling means bouncing the ball (usually as a preparation to tossing and serving). Other preparatory actions could include (amongst others) moving the ball from hand to hand.
External Space	The external space is in the vertical plane of the net outside of the crossing and lower spaces.
World ParaVolley Standards	The technical specifications or limits as defined by <i>World ParaVolley</i> to the manufacturers of equipment.
Interval	The time between sets. The change of courts in the fifth (deciding) set is not to be regarded as an interval.
Lower Space	This is the space defined at its upper part by the bottom of the net and the cord joining it to the posts, at the sides by the posts, and at the bottom by the playing surface.
Outside Object	An object or a person which, while outside the playing court or close to the limit of the free playing space, provides an obstruction to the flight of the ball. For example: overhead lights, TV equipment, scorer's table, net posts. Outside objects do not include the antennae since they are considered part of the net.

Penalty Area	In each half of the Competition Control area, there is a Penalty Area located behind the prolongation of the end line, outside the free zone. Each Penalty Area should be placed a minimum of 1.5 metres behind the rear edge of the team bench.
Rally Point	This is the system of scoring a point whenever a rally is won.
Technical Time-Out	This special mandatory time-out is, in addition to time-outs, to allow the promotion of volleyball by analysis of the play and to allow additional commercial opportunities. Technical Time-Outs are mandatory for <i>World ParaVolley</i> World and Official competitions and Zonal Championships.
Unless by agreement of <i>World ParaVolley</i>	This statement recognises that while there are regulations on the standards and specification of equipment and facilities, there are occasions when special arrangements can be made by <i>World ParaVolley</i> in order to promote the game of volleyball or to test new conditions.
Zones	These are sections within the playing area (i.e. playing court and free zone) as defined for a specific purpose (or with special restrictions) within the rule text. These include Service Zone, Free Zone, Back Zone.