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| **1.1 DIMENSIONS**  **For FIVB, World and Official Competitions, the free zone shall measure a minimum of 5 m from the side lines and 6.5 m from the end lines. The free playing space shall measure a minimum of12.5 m in height from the playing surface.** | **1.1 DIMENSIONS**  **For FIVB, World and Official Competitions, the free zone shall measure 5 m from the side lines and 6.5 m from the end lines. The free playing space shall measure a minimum of 12.5 m in height from the playing surface.** |
| **2.5 POSTS**  **For all FIVB, World and Official Competitions, the posts supporting the net are placed at a distance of 1 m outside the side lines.** | **2.5 POSTS**  **For all FIVB, World and Official Competitions, the posts supporting the net are placed at a distance of 1 m outside the side lines and must be padded.** |
| 4.1 TEAM COMPOSITION  **For FIVB, World and Official competitions for Seniors, up to 14 players may be recorded on the score sheet and play in a match.**  **The maximum five staff members on the bench (including the coach) are chosen by the coach him/herself but must be listed on the score sheet, and be registered on the O-2(bis).**  **For FIVB, World and Official Competitions, a medical doctor and team therapist should be part of the Delegation and accredited before hand by the FIVB.**  **However, for FIVB, World and Official Competitions for Seniors, if they are not included as members on the team bench, they must sit against the delimitation fence,**  **inside the Competition-Control Area and may only intervene if invited by the referees to deal with an emergency to the players.The team therapist (even if not on the bench) may assist with the warm up until the start of the official net warm up session.** | 4.1 TEAM COMPOSITION   |  | | --- | | **For FIVB, World and Official competitions for Seniors:**  **Up to 14 players may be recorded on the score sheet and play in a match.**  **The maximum five staff members on the bench (including the coach) are chosen by the coach him/herself but must be listed on the score sheet, and be registered on the O-2(bis).**  **The Team Manager or Team Journalist may not sit on or behind the bench in the Control Area.** | | **Any Medical doctor or team therapist used in FIVB, World and Official Competitions must be part of the official Delegation and accredited beforehand by the FIVB. However, for FIVB, World and Official Competitions for Seniors, if they are not included as members on the team bench, they must sit against the delimitation fence, inside the Competition-Control Area and may only intervene if invited by the referees to deal with an emergency to the players. The team therapist (even if not on the bench) may assist with the warm up until the start of the official net warm up session.**  **The Official Regulations for each event will be found in the Specific Competition Handbook.** | |
| **4.5 FORBIDDEN OBJECTS**  **For FIVB, World and Official competitions for seniors, these devices must be of the same colour as the corresponding part of the uniform.** | **4.5 FORBIDDEN OBJECTS**  **For FIVB, World and Official competitions for Seniors, these devices must be of the same colour as the corresponding part of the uniform. Black, white or neutral colours may also be used.** |
| **5.2 COACH**  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 COACH**  PRIOR TO THE MATCH, the coach records or checks the names and numbers of his/her players on the score sheet team roster, and then signs it. |
| **6.1 TO SCORE A POINT**  **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 the sequence of playing actions which results in the award of a point. **This includes the award of a penalty and loss of service for serving faults out-with the time limit.** | **6.1 TO SCORE A POINT**   |  | | --- | | **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 the sequence of playing actions which results in the award of a point. This includes:  **the award of a penalty loss of service for service hit made after the time-limit.** | |
| **7.3 TEAM STRTING LINE-UP**  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 2nd referee or the scorer. | **7.3 TEAM STRTING LINE-UP**  Before the start of each set, the coach has to present the starting line-up of his/her team on a line-up sheet or via the electronic device, if used. The sheet is submitted, duly filled in and signed, to the 2nd referee or the scorer – or electronically sent directly to the e-scorer |
| **7.5 POSITIONAL FAULT**  The team commits a positional fault, if any player is not in his/her correct position at the moment the ball is hit by the server. This includes when a player is on court through illegal substitution. | **7.5 POSITIONAL FAULT**  The team commits a positional fault, if any player is not in his/her correct position at the moment the ball is hit by the server. When a player is on court through illegal substitution, and play restarts, this is counted as a positional fault with the consequences of an illegal substitution. |
| **7.7 ROTATIONAL FAULT**  the team is sanctioned with a point and service to the opponent;  the players' rotational order must be rectified. | **7.7 ROTATIONAL FAULT**  the scorer stops play by the buzzer; the opponent gains a point and next service;  If the rotational fault is determined only after the completion of the rally which started with a rotational fault, only a single point is awarded to the opponent, regardless of the result of the rally played.  the rotational order of the faulty team must be rectified; |
| **8.4 BALL OUT**  the part of the ball which contacts the floor is completely outside the boundary lines; | **8.4 BALL OUT**  all parts of the ball which contact the floor are completely outside the boundary lines; |
| **9 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. | **9 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 its own free zone. | |
| **11.3 CONTACT WITH THE NET**  **Contact with the net by a player between the antennae, during the action of playing the ball, is a fault.**  **The action of playing the ball includes (among others) take-off,hit (or attempt) and landing.** | **11.3 CONTACT WITH THE NET**  **Contact with the net by a player between the antennae, during the action of playing the ball, is a fault.**  **The action of playing the ball includes (among others) take-off, hit (or attempt) and landing safely, ready for a new action.** |
| **11.4 PLAYERS FAULTS AT THE NET**  Players close to the ball as it is played, or who are trying to play it, are considered in the action of playing the ball, even if no contact is made with the ball. | **11.4 PLAYERS FAULTS AT THE NET**  Any player close to the ball as it is played, and who is him/herself trying to play it, is considered in the action of playing the ball, even if no contact is made with it. |
| **12.5 SCREENING**  A player or a group of players of the serving team make(s) a screen by waving arms, jumping or moving sideways during the execution of the service, or by standing grouped to hide the server and the flight path of the ball. | **12.5 SCREENING**  A player or a group of players of the serving team make(s) a screen by waving arms, jumping or moving sideways during the execution of the service, or by standing grouped, and in so doing hides both the server and the flight path of the ball until the ball reaches the vertical plane of the net. |
| **15.4 TIME-OUTS AND TECHNICAL TIME-OUTS**  **During all time-outs, the players in play must go to the free zone near their bench.** | **15.4 TIME-OUTS AND TECHNICAL TIME-OUTS**  **During all time-outs (including Technical Time Outs), the players in play must go to the free zone near their bench.** |
| **15.10 SUBSTITUTION PROCEDURE**  The request for substitution is acknowledged and announced by the scorer or 2nd referee, by use of the buzzer or whistle respectively. The 2nd referee authorizes the substitution.  **For FIVB, World and Official Competitions, numbered paddles are used to facilitate the substitution.** | **15.10 SUBSTITUTION PROCEDURE**  The request for substitution is acknowledged and announced by the scorer or 2nd referee, by use of the buzzer or whistle respectively. The 2nd referee authorizes the substitution.  **For FIVB, World and Official Competitions, numbered paddles are used to facilitate the substitution (including when electronic devices are used).** |