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INTRODUCTION

Shooting ball is one of the most successful and popular competitive and recreational sports in the world. It is fast, it is exciting and the action is explosive. Yet Shooting ball comprises several crucial overlapping elements whose complimentary interactions render it unique among strally games.

In recent years the SBFI has made great strides in adapting the game to a modern audience.

SHOOTING BALL IS A COMPETITIVE SPORT

Competition taps latent strengths. It exhibits the best of ability. The rules are structure to all owall of these qualities.

:Main Skills of the game are

Service

Attack

Defense

Blocking

GAME CHARACTERISTICS

Shooting ball is a sport played by two teams on a playing court divided by a net. There are different versions available for specific circumstance sinordertooffertheversatility 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 only single hits for returning the ball but if a attacking proper shoot hit the net the team has maximum three hit for returning the ball.

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

In Shooting ball, when server team winning arally scores a point. When the receiving team wins arally, it gains the right to serve.

PART 2
SECTION 1: GAME
CHAPTER 1

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 33'x66' (10.058m x 20.117m) surrounded by a free zone which is a minimum of 2m wide on all sides.

The free playing space is the space above the playing area which is free from any obstructions. The free playing spaces shall measure a minimum of 8m 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.

1.2.2 On indoor courts the surface of the playing court must be of a light colour.

1.2.3 On outdoor courts a slope of 5mm per metre is allowed for drainage. Court lines made of solid materials are forbidden.

1.3 LINES ON THE COURT

1.3.1 All lines are 5cm 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 sideline and two end lines mark the playing court. Both sideline and end lines are drawn inside the dimensions of the playing court. In depth, the service zone extends to the end of the free zone.

1.3.3 Centre line

The axis of the centre line divides the playing court into two equal courts measuring 33Ft x 33Ft each; however the entire width of the line is considered to belong to both courts equally. This line extends beneath the net from sideline to sideline.

1.3.4 Netman line

On each court, a Netman line, whose rear edge is drawn 11 Feet back from the axis of the centre line, marks the front zone.

1.4 ZONES & AREAS

1.4.1 Front zone

On each court the front zone is limited by the axis of the centre line and the rear edge of the Netman line. The front zone is considered to extend beyond the sideline to the end of the free zone.

1.4.2 Service zone

The service zone is a 11Ft wide area at right side behind each end line. It is laterally limited by two short lines, each 15cm long, drawn 20 cm behind the end line as an extension of the sidelines. Both short lines are included in the width of the service zone.

1.4.3 Substitution zone

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

1.4.4 Warm-up area

For SBFI, World and Official Competitions, the warm-up areas, sized approximately 3 x 3 m, are located in both of the bench- side corners, outside the free zone.

1.4.5 Penalty area

A penalty area, sized approximately 1x1 m and equipped with two chairs, is located in the control area, outside the prolongation of each endline. They may be limited by a 5 cm wide red line.

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

For SBFI, World and Official Competitions, the maximum temperature shall not be higher than 25° C (77° F) and the minimum not lower than 16° C (61° F).

For SBFI, World and Official Competitions, 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 POLES

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 8'1" for men & Junior boys, 7'8" for Sub Junior boys, women and Junior, Sub Junior Girls.

2.1.2 Its height is measured from the centre of the playing court. The net height (over the two sidelines) must be exactly the same and must not exceed the official height by more than 2 cm.

2.2 STRUCTURE

The net is 1 m wide and 34' Ft long (with 25 to 50 cm on each side of the side bands), made of 10 cm square mesh.

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 POSTS

2.3.1 The posts supporting the net are placed at a distance of 6" Inches outside the side lines. They are 2.55 m high and preferably adjustable.

2.3.2 The posts are rounded and smooth, fixed to the ground without wires. There shall be no dangerous or obstructing devices.

2.4 ADDITIONAL EQUIPMENT

All additional equipment is determined by SBFI regulations.

3 BALLS

3.1 STANDARDS

3.1.1 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.

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

3.1.3 Synthetic leather material and colour combinations of balls used in international official competitions should comply with SBFi standards

3.1.4 Its circumference is 55-58 cm and its weight is 270-280g. for Sub Junior Boys, women and girls. 310-320g for men and Junior boys.

3.1.5 Its inside pressure shall be 24 pound for men and Junior boys, 20 pound for Sub Junior Boys, women and girls

3.2 UNIFORMITY OF BALLS

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

SBFi, World and Official Competitions, as well as National or League Championships, must be played with SBFi approved balls, unless by agreement of SBFi.

CHAPTER 2 PARTICIPANT

4 TEAMS

4.1 TEAM COMPOSITION

4.1.1 For the match, a team may consist of up to 12 players, plus Coaching Staff: one coach, a assistant coach, Medical Staff: one team therapist and one medical doctor.

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

For SBFi, World and Official competitions for Seniors: Up to 12 players may be recorded on the score sheet and play in a match.

The maximum four 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.

The Official Regulations for each event will be found in the Specific

Competition Handbook.

4.1.2 One of the players, is the team captain, who 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, (team list for electronic score sheet) the recorded players cannot be changed

4.2 LOCATION OF THE TEAM

4.2.1 The players not in play should either sit on their team bench or be in their warm-up area. The coach and other team members sit on the bench, but may temporarily leave it.

The benches for the teams 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.

A player's equipment consists of a jersey, shorts, socks (the uniform) and sport shoes.

4.3 EQUIPMENT

4.3.1 The colour and the design for the jerseys, shorts and socks must be uniform for the team. The uniforms must be clean.

4.3.2 The shoes must be light and pliable with rubber or composite soles without heels.

4.3.3 Players' jerseys must be numbered from 1 to 12.

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.

4.4 CHANGE OF THE EQUIPMENT

The 1st referee may authorize one or more players:

4.4.1 to play barefoot;

4.4.2 to change wet or damaged uniforms between sets or after substitution, provided that the colour, design and number of the new uniform(s) are the same;

4.4.3 to play in training suits in cold weather, provided that they are of the same colour and design for the whole

4.5.1 It is forbidden to wear objects which may cause injury or give an artificial advantage to the player.

4.5.2 Players may wear glasses or lenses at their own risk.

4.5.3 Compression pads (padded injury protection devices) may be worn for protection or support.

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

5.1.1 PRIOR TO THE MATCH, the team captain signs the scoresheet 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 the team captain must assign another player on the court game captain. This game captain maintains his/her responsibilities until he/she is substituted, or the team captain returns to play, or the set ends.

When the ball is out of play, only the game captain is authorized to speak to the 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 teammates. If the game captain does not agree with the explanation of the 1st referee, he/she may choose to protest against such decision and immediately indicate to the 2nd referee that he/she reserves the right to appeal an official protest right to make two appeals to a team in a set.

5.1.2.2

to ask authorization:

a) to change all or part of the equipment,

b) to verify the positions 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 and substitutions.

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;

5.2.1 Throughout the match, the coach conducts the play of his/her team from outside the playing court. He/she selects the starting line-ups, the substitutes, and takes time-outs. In these functions his/her contacting official is the 2nd referee.

5.2.2
PRIOR TO THE MATCH, the coach records or checks the names and numbers of his/her players on the scoresheet team roster, and then signs it.

5.2.3 DURING THE MATCH, the coach:

5.2.3.1
prior to each set, gives the 2nd referee or the scorer the line-up sheet(s) duly filled in and signed;

5.2.3.2
sits on the team bench nearest to the scorer, but may leave it;

5.2.3.3
requests time-outs and substitutions;

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's bench from the extension of the Netman line up to the warm-up area, without disturbing or delaying the match.

For SBBFI, World and Official Competitions, the coach is restricted to performing his/her function from behind the coach's restriction line throughout the entire match.

5.3 ASSISTANT COACH

5.3.1

The assistant coach sits on the team bench, but has no right to intervene in the match.

5.3.2

Should the coach have to leave his/her team for any reason including

sanction, but excluding entering the court as a player, an assistant coach may assume the coach's functions for the duration of the absence, once confirmed to the referee by the game captain.

CHAPTER 3 PLAYING FORMAT

6.1.1 Point

A team scores a point on his service.

6.1.1.1
by successfully landing the ball on the opponent's court;

6.1.1.2
when the opponent team commits a fault;

6.1.1.3
when the opponent team receives a penalty.

6.1.2 Fault

A team commits a fault by making a playing action contrary to the rules (or by violating them in some other way). The referee judges the faults and determines the consequences according to the rules:

6.1.3 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 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 of 20 seconds

6.1.3.1
If the receiving team wins a rally, gain the right to serve.

6.1.3.2
If the serving team wins a rally, it scores a point and continues to serve.

A set (except the deciding 5th set) is won by the team which first scores 15 points with a minimum lead of two points. In the case of a 14-14 tie, play is continued until a two-point lead is achieved (16-14; 17-15; etc.) after 18-18 lead by one point either of the team will

end the set such as 19-18..

6.3.1

The match is won by the team that wins three sets in five set match and win two set in three set match.

6.3.2

In the case of a tie, the deciding set is played to 15 points with a minimum lead of 2 points. Teams have to change court after any team reaches at 8 points.

6.4.1

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.

6.4.2

A team that, without justifiable reason, does not appear on the playing court on time is declared in default with the same result as in Rule 6.4.1.

6.4.3

A team that is declared INCOMPLETE for the set or for the match, loses the set or the match. The opponent 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. Before the match, the 1st referee carries out a toss to decide upon the first service and the sides of the court in the first set.

7.1.1

The toss is taken in the presence of the two team captains.

7.1.2

The winner of the toss chooses:

either the right to serve OR the side of the court The loser takes the remaining choice

7.2.1

Prior to the match, if the teams have previously had a playing court exclusively at their disposal, they are entitled to a 5-minute official warm-up period together at the net..

7.2.2

If either captain requests separate (consecutive) official warm-ups at the net, the teams are allowed 3 minutes each.

7.2.3

In the case of consecutive official warm-ups, the team that has the first service takes the first turn at the net.

7.3.1

There must always be seven players per team in play. 2 players in the netman area and other 5 in the back court. Netman are not allowed to cross the netman line while the back court players are allowed to come in the netman area.

7.3.2

Before the start of each set, the coach has to present the starting line-up of his/her team on a line-up sheet 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 scorer.

7.3.3

The players who are not in the starting line-up of a set are the substitutes for that set.

7.3.4

Once the line-up sheet has been delivered to the 2nd referee or scorer, no change in the line-up may be authorized without a regular substitution.

CHAPTER 4 PLAYING ACTIONS

8.1 BALL IN PLAY

The ball is in play from the moment of the hit of the service authorized by the 1st referee.

8.2 BALL OUT OF PLAY

The ball is out of play at the moment of the fault which is whistled by the 1st referee.

The ball is "in" if at any moment of its contact with the floor, some part of the ball touches the court, including the boundary lines.

8.3 BALL OUT

The ball is "out" when:

8.3.1

all parts of the ball which contact the floor are completely outside the boundary lines;

8.3.2

it touches an object outside the court, the ceiling or a person out of play;

9.0 PLAYING THE BALL

Each team must play within its own playing area and space

9.1 TEAM HIT

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

The team is entitled to single hits only for returning the ball.

9.1.1

CONSECUTIVE CONTACTS

A player may not hit the ball two times consecutively

9.1.2

SIMULTANEOUS CONTACTS

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

9.1.3 ASSISTED HIT

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

9.2 SHOOT THE BALL

9.2.1 All actions which direct the ball towards the opponent, with the exception of service, defence, Head and block, are considered as Shoot ball.

9.2.2 An Shoot ball is completed at the moment the ball completely crosses the vertical plane of the net or is touched by an opponent

9.2.3 To Shoot the ball player must use both folded hands only.

9.2.4 All action which shoot the ball direct with fistic power onward the opponents, with the exception of service, block, defence and head are considered as shoot ball.

9.2.5 During shoot hit return shoot is permissible, if the ball cleanly hit. A back zone player can shoot the ball if he is in proper position to shoot

9.2.6 An shoot hit is completed the moment the ball completely crosses the vertical plane of the net or is touched by an opponent

9.2.7 The ball must not be caught and/or thrown. It can rebound in any direction.

9.2.8 To shoot the ball only upper both folded hands are allowed.

9.2.9 Shoot the ball is allowed of any type of defence.

9.3 FAULT IN THE SHOOT THE BALL

9.3.1 A team hits the ball more than one times before returning it. Except the shoot hit the

net.

9.3.2 The ball change the direction of which the player shooting the ball.

9.3.3 A player shoot the ball with the single hand smash.

9.3.4 Drop shoot without fistic power

9.3.5 A player hits the ball "out

10

BALL CROSSING THE NET

10.1

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:

10.1.1

below, by the top of the net;

10.1.2

above, by the ceiling

10.2 BALL TOUCHING THE NET

While crossing the net, the ball may touch it except in the case of service and the defensive stroke

10.3 BALL IN THE NET

10.3.1 Only the shoot ball driven into the net may be recovered by netman if the attacking player takes the right shot on the top of the net then the netman can bounce the ball in his own court behind the netman line with attackable height and any back zone player can take a proper shot again.

11 PLAYER AT THE NET

11.1 REACHING BEYOND THE NET

11.1.1 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.

11.1.2 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.

11.1.3

It is not permitted to penetrate into the opponent's space under the net,

11.3.1

Contact with the net by a player during the action of playing the ball, is a fault.

12 SERVICE

This service is the act of putting the ball into play, by the back zone player, placed in the service zone.

12.1 FIRST SERVICE IN THE SET

12.1.1 The first service of the first set is executed by the team determined by the toss.

12.1.2 The other sets will be started with the service of the team that did not serve first in the previous set.

12.2 SERVICE ORDER

12.2.1 When the serving team win the rally, The team serve again who serve before

12.2.2 When the receiving team win the rally, it gains the right to serve

12.3

AUTHORIZATION OF THE SERVICE

The 1st 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.

12.4 EXECUTION OF THE SERVICE

12.4.1 The ball shall be under hand hit with one hand after being tossed or released from the 2nd hand.

12.4.2 At the movement of the service hit, the server must not touch the court.

12.4.3 Round hand/semi round hand/ tennis service is not allowed

12.4.4 The server must hit the ball within 10 seconds after the 1st referee whistles for service.

12.4.5 A service executed before the referee's whistle is cancelled and repeated.

12.5 SCREENING

12.5.1

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.

12.5.2

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.

12.6 SERVICE FAULTS

12.6.1 Serving faults.

The following faults lead to a change of service even if the opponent is out of position. The server:

12.6.2 fails to cross the vertical plane of the net completely through the crossing space;

12.6.3 goes "out";

12.6.4 passes over a screen.

12.6.5 Server touch the back line

12.6.6 Does not serve within permissible time.

13 DEFENCE THE BALL

13.1.1 The ball sent to the opponent's court must go over the net within the crossing space by defensive stroke.

13.1.2 Type of Defence: Under hand, Single hand, Head.

13.1.3 Under hand defence is allowed on opponent Single hand and head defence

13.2 FAULTS OF THE DEFENCE

13.2.1 Less than attackable height in under hand defence.

13.2.2 Defence on opponent under hand defence, Single hand defence on opponents single hand defence, Head defence on opponents head defence,

13.2.3 Open palm in single hand defence, only under hand fist is allowed.

14 BLOCKING

14.1 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. Only Netman are permitted to complete a block

14.2 BLOCKING FAULTS

14.2.1 The blocker touches the ball in the OPPONENT'S space either before or simultaneously with the opponent's shoot .

14.2.2 Smash with single hand, block with open hand

14.2.3 Contact of any part of the body with the net and pole is foul

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

14.2.5 The Netman cross the center line while blocking.

14.2.6 Blocking with both joined hands.

CHAPTER 5

15 INTERRUPTIONS, DELAYS AND INTERVALS

An interruption is the time between one completed rally and the 1st Referee's whistle for the next service.

The only regular game interruptions are TIME-OUTS and SUBSTITUTIONS.

15.1 NUMBERS OF GAME INTERRUPTIONS

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

For SBF I, World and Official competitions for Seniors, the SBF I may reduce, by one, the number of team and/or Technical Time Outs in accordance with sponsorship, marketing and broadcast agreements.

15.2 SEQUENCE OF GAME INTERRUPTION

15.2.1 Request for one or two time-outs, and one request for substitution by either team may follow one another, within the same interruption.

15.2.2 However, a team is not authorized to make consecutive requests for substitution during the same interruption. Two or more players may be substituted at the same time within the same request.

15.2.3 There must be a completed rally between two separate substitution requests by the same team. (Exception: a forced substitution due to injury or expulsion/disqualification.)

15.3 REQUEST FOR REGULAR GAME INTERRUPTION

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

15.3.2 Substitution before the start of a set is permitted, and should be recorded as a regular substitution in that set.

15.4 TIME-OUTS & TECHNICAL TIME OUT

15.4.1 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 requested time-outs last for 30 seconds.

For SBFI, World and Official Competitions it is obligatory to use the buzzer and then the hand signal to request time-out.

15.4.2 Two minutes Technical Time out are applied automatically when the leading team reaches the 8th point and change the court in the deciding set

15.4.3 If the team will demand time out more than the permissible, one point will be deducted of the team.

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

15.5 SUBSTITUTION

15.5.1 A substitution is the act by which a player replacement player, after being recorded by the scorer, enters the game to occupy the position of another player, whom must leave the court at that moment.

15.5.2 When the substitution is enforced through injury to a player in play this may be accompanied by the coach (or game captain) showing the corresponding hand signal.

15.6 LIMITATION OF SUBSTITUTIONS

15.6.1 Each team may request a maximum of four substitutions per set.

15.7 SUBSTITUTION PROCEDURE

15.7.1 Substitution must be carried out within the substitution zone.

15.7.2 A substitution shall only last the time needed for recording the

15.7.3 substitution on the score sheet, and allowing entry and exit of the players.

The actual request for substitution starts at the moment of the entrance of the substitute player(s) into the substitution zone, ready to play, during an interruption. The coach does not need to make a substitution hand signal except if the substitution is for injury or before the start of the set.

16 GAME DELAY

16.1 TYPES OF DELAYS

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

among others:

16.1.1 delaying regular game interruptions;

16.1.2 prolonging interruptions, after having been instructed to resume the game;

16.1.3 repeating an improper request;

16.1.4 delaying the game by a team member

16.2 DELAY SANCTIONS

16.2.1 "Delay warning" and "delay penalty" are team sanctions.

16.2.1.1 Delay sanctions remain in force for the entire match.

16.2.1.2 All delay sanctions are recorded on the score sheet.

16.2.2 The first delay in the match by a team member is sanctioned with a "DELAY WARNING".

16.2.3 These 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 loss of one point.

16.2.4 Delay sanctions imposed before or between sets are applied in the following set.

17 EXCEPTIONAL GAME INTERRUPTIONS

17.1 INJURY/ ILLNESS

17.1.1 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.

17.1.2 An injured/ill player can be substituted, play will be continued. If there is any external interference during the game, the play has to be stopped and the rally is replayed.

17.2 EXTERNAL INTERFERENCE

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

17.3 PROLONG INTERRUPTION

17.3.1 If unforeseen circumstances interrupt the match, the 1st referee, the organizer and the Control Committee, if there is one, shall decide the measures to be taken to re-establish normal conditions.

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

17.3.2.1 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;

17.3.2.2 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.

17.3.3 Should one or several interruptions occur, exceeding 4 hours in total, the whole match shall be replayed.

18 INTERVALS AND CHANGE OF COURTS

18.1 INTERVALS

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

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

The interval between the second and the third set can be extended up to 10 minutes by the competent body at the request of the organizer.

18.2 CHANGE OF COURTS

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

18.2.2 In the deciding set, once the leading team reaches 8 points, the teams change courts without delay.

If the change is not made once the leading team reaches 8 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.

18.3 REFERRAL

If the team is not satisfied with the 1st referee's decision, then Captain or Coach can appeal to the 2nd referee for referral.

18.3.1 Two referral per set per team is allowed.

18.3.2 2nd referee decision will be final decision.

18.3.3

Referral requests must be made by showing the Signal, when the ball is out of play and before the whistle

le for service.

18.3.4 Referral can only be taken at the last decision at that rally.

CHAPTER 6

PARTICIPANTS' CONDUCT

19 REQUIREMENTS OF CONDUCT

19.1.1 Participants must know the "Official Shootingball ball Rules" and abide by them.

19.1.2 Participants must accept referees' decisions with sportsmanlike conduct, without disputing them.

In case of doubt, clarification may be requested only through the game captain.

19.1.3 Participants must refrain from actions or attitudes aimed at influencing the decision of the referee or covering up faults committed by their team.

19.2.1 Participants must behave respectfully and courteously in the spirit of FAIRPLAY, not only towards the referees, but also towards other officials, the opponent, team-mates and spectators.

19.2.2 Communication between team members during the match is permitted. Minor misconduct offences are not subject to sanctions. It is the 1st referee's duty to prevent the teams from approaching the sanctioning level.

This is done in two stages:

Stage 1: by issuing 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 in the scoresheet but has no immediate consequences.

20.2 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.

20.2.1 Rude conduct: action contrary to good manners or moral principles.

20.2.2 Offensive conduct: defamatory or insulting words or gestures or any action expressing contempt.

20.2.3 Aggression: actual physical attack or aggressive or threatening behaviour.

20.3 SANCTIONS SCALE

According to the judgment of the 1st referee and depending on the seriousness of the offence, the sanctions to be applied and recorded on the scoresheet are: Penalty, Expulsion or Disqualification.

20.3.1 Penalty

The first rude conduct in the match by any team member is penalized with a loss of one point.

20.3.2 Expulsion

20.3.2.1 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.

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

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

20.3.3 Disqualification

20.3.3.1 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.

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

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

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

20.4 APPLICATION OF MISCONDUCT SANCTIONS

20.4.1 All misconduct sanctions are individual sanctions, remain in force for the entire match and are recorded on the scoresheet.

20.4.2 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).

20.4.3 Expulsion or disqualification due to offensive conductor aggression does not require a previous sanction.

20.5 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.

20.6 SUMMARY OF MISCONDUCT AND CARDS USED

Warning: no sanction - Stage 1: verbal warning

Stage 2: symbol Yellow card

Penalty: sanction - symbol Green card

Expulsion: sanction - symbol Red card

Disqualification: sanction - symbol Green + Red card separately

PART 2

SECTION 2:

THE REFEREES, THEIR RESPONSIBILITIES AND OFFICIAL HAND SIGNALS

CHAPTER 8 REFEREES

21 REFEREEING CORPS AND PROCEDURES

21.1 COMPOSITION

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

- the 1st referee,
- the 2nd referee,
- the scorer,
- two line judges.

For SBF, World and Official Competitions an assistant scorer is compulsory.

21.2 PROCEDURES

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

21.2.1.1 the 1st referee gives the signal for the service that begins the rally;

21.2.1.2 the 1st referee signals the end of the rally, provided that they are sure that a fault has been committed and they have identified its nature.

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

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

21.2.3.1

if the fault is whistled by the 1st referee, he/she will indicate in order:

- a) the team to serve,
- b) the nature of the fault,
- c) the player(s) at fault (if necessary).

21.2.3.2

If the fault is whistled by the 2nd referee, he/she will indicate:

- a) the nature of the fault,
- b) the player at fault (if necessary),
- c) the team to serve following the hand signal of the 1st referee.

In this case, the 1st referee does not show either the nature of the fault or the player at fault, but only the team to serve.

22 1st REFEREE

22.1 LOCATION

The 1st referee carries out his/her functions standing on a referee's stand located at one end of the net on the opposite side to the scorer. His/her view must be approximately 50 cm above the net.

22.2 AUTHORITY

22.2.1 The 1st 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.

The referee gives the signal for the service that begins the rally

22.2.2 He/she also controls the work of the ball retrievers, floorwipers and moppers.

22.2.3 He/she has the power to decide any matters involving the game, including those not provided for in the rules.

22.2.4 He/she shall not permit any discussion about his/her decisions.

However, at the request of the game captain, the 1st 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 this explanation and chooses to protest against such decision, he/she must immediately reserve the right to file and record this protest at the conclusion of the match. The 1st referee must authorize this right of the game captain.

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

22.3 RESPONSIBILITIES

22.3.1 Prior to the match, the 1st referee:

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

22.3.1.2 performs the toss with the team captains;

22.3.1.3 controls the teams' warming-up.

22.3.2 During the match, he/she is authorized:

22.3.2.1 to issue warnings to the teams;

22.3.2.2 to sanction misconduct and delays;

22.3.2.3 to decide upon:

a) the faults of the server and of the position of the serving team, including the screen;

b) the faults in playing the ball;

c) the faults above the net, and the faulty contact of the player with the net

d) the Shoot hit faults of the players;

22.3.3 At the end of the match, he/she checks the scoresheet and signs it

23 2nd REFEREE

23.1 LOCATION

The 2nd referee performs his/her functions standing outside the playing court near the post, on the opposite side of and facing the 1st referee.

23.2 AUTHORITY

23.2.1 He/she is authorized to overrule the decisions of other members of the refereeing corps, if it is noticed that they are in mistake. He/She listens to the protest of the game captain and takes a decision. During the match his/her decisions are final.

He/she may even replace a member of the refereeing corps who is not performing his/her functions properly.

23.2.2 He/she may, without whistling, also signal faults outside his/her range of jurisdiction, but may not insist on them to the 1st referee.

23.2.3 He/she controls the work of the scorer(s).

23.2.4 He/she supervises the team members on the team bench and reports their misconduct to the 1st referee.

23.2.5 He/she controls the players in the warm-up areas.

23.2.6 He/she authorizes the regular game interruptions, controls their duration and rejects improper requests.

23.2.7 He/she controls the number of time-outs and substitutions used by each team.

23.2.8 In the case of an injury of a player, he/she authorizes an exceptional substitution or grants a 2-minute recovery time.

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

23.2.10 He/she supervises the team members in the penalty areas and reports their misconduct to the 1st referee.

For SBFI, World and Official Competitions, the duties recorded under 24.2.5 and 24.2.10 are carried out by the Reserve Referee.

23.3 RESPONSIBILITIES

23.3.1 He/She may check the center line cut fault with whistle and signal.

23.3.2 During the match, he/she decides, whistles and signals:

23.3.2.1 penetration into the opponent's court, and the space under the net

23.3.2.2 the contact of the ball with an outside object;

23.3.2.3 the contact of the ball with the floor when the 1st referee is not in

position to see the contact

23.3.2.4 In case of any disputes, the referee is bound to obey the instruction of the federation observer.

23.3.2.5 At the end of the match, he/she checks and signs the scoresheet.

24 SCORER

24.1 LOCATION

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

24.2 RESPONSIBILITIES

24.2.1 He/she fills in the scoresheet according to the rules, co-operating with the 2nd referee.

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

24.2.1.2 Prior to the match and set, the scorer:
registers the data of the match and teams, including the names, according to the procedures in force, and obtains the signatures of the captains and the coaches;

24.2.2 During the match, the scorer records the points scored:

24.2.2.1 controls the serving order of each team and indicates any error to the referees immediately after the service hit;

24.2.2.2 is empowered to acknowledge and announce requests for player substitutions by use of the buzzer, controlling their number, and records the substitutions and time-outs, informing the 2nd referee;

24.2.2.3 notifies the referees of a request for regular game interruption that is out of order;

24.2.2.4 announces to the referees the end of the sets, and the scoring of the 8th point in the deciding set

24.2.2.5 records misconduct warnings, sanctions and improper requests

24.2.2.6 records all other events as instructed by the 2nd referee, i.e. exceptional substitutions, recovery time, prolonged interruptions, external interference, re-designation, etc.;;

24.2.2.7 controls the interval between sets.

24.2.2.8 At the end of the match, the scorer:

24.2.3 records the final result;

24.2.3.1 in the case of protest, with the previous authorization of the 1st referee, writes or permits the team/game captain to write on the scoresheet a statement on the incident being protested;

24.2.3.2 signs the score sheet him/herself, before obtaining the signatures of the team captains and then the referees.

25 ASSISTANT SCORER

25.1 LOCATION

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

25.2 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.

25.2.1 Prior to the match and set, the assistant scorer:

25.2.1.1 prepares the reserve score sheet.

25.2.1.2 During the match, the assistant scorer:

25.2.2 starts and ends the timing of Technical Time-outs;

25.2.2.1 operates the manual scoreboard on the scorer's table;

25.2.2.2 checks that the scoreboards agree;

25.2.2.3 if necessary, updates the reserve scoresheet and gives it to the scorer

25.2.3 At the end of the match, the assistant scorer:

25.2.3.1 signs the score sheet

For SBFJ, World and Official Competitions which use an e-score sheet, the Assistant Scorer acts with the Scorer to announce the substitutions, to direct the 2nd Referee to the team requesting an interruption,

26 LINE JUDGE

26.1 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 sideline on his/her side.

For SBF1, World and Official Competitions, it is compulsory to have Two line judges.

They sit in the free zone opposite side of 1st referee at corner of the court.

26.2 RESPONSIBILITIES

26.2.1 The line judges perform their functions by using flags (40x40cm), to signal:

26.2.1.1 the ball "in" and "out" whenever the ball lands near their line(s);

26.2.1.2 the touches of "out" balls by the team receiving the ball;

26.2.1.3 the foot faults of the server

26.2.1.4 At the 1st referee's request, a line judge must repeat his/hersignal

27 OFFICIAL SIGNALS

27.1 REFEREES' HAND SIGNALS

The referees must indicate with the official hand signal the reason for their whistle (the nature of the fault whistled or the purpose of the interruption authorized). 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.

27.2 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 2 SECTION 3:

DIAGRAMS

DIAGRAM : THE PLAYING AREA

(...) Values are valid for SBF1, World and Official Competitions

33 ft 10.058 m Service zone

2 m

0.50 m-1 m
Back Zone

NETMAN AREA

1 1.75 m

)

Service zone

DIAGRAM 11: REFEREES' OFFICIAL HAND SIGNALS

Legend:

FS Referee(s) whomustshowthesignalaccordingtotheirregularresponsibilities
Referee(s)whoshowthesignalinspecialsituations

DIAGRAM 12: LINE JUDGES' OFFICIAL FLAG SIGNALS

4 CROSSING SPACE FAULTS, BALL TOUCHED AN OUTSIDE OBJECT, OR FOOT
FAULT BY ANY PLAYER DURING SERVICE

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OFFICIALVOLLEYBALLRULES2017-2020 59

First-tierEventBranding First-tier EventBranding

Delimitation Fence

Competition Control Area
Photographers' Positions

VIS

Competition Control Area
Photographers' Positions

Advertising Boards AdvertisingBoards

Ball Retriever

Other Material Needed

- Hygrometer

Blue or black carpet to cover the parquet in the control area and around tribunes

Microphone & Replay Light

Ball Retriever

20cm

15cm

5 cm

Ball Retriever
Free Zone

Thermometer
Clock or Chronograph 6 m 3m
Manual Scoreboard
2 rubber wheel trolleys
Net measuring rod
6x1m long mops
8 absorbent towels
4 Line judge's red or yellow flags 40x40cm
Pressure gauge
Ball measuring devices (weight & circumference)
TV Replay light
1 set of postpads
1 reserve net
1 pair of reserve antennae
2 bibs for Liberos
Bibs for Photographers / another colour for the HB
Official jacket for CC members

20 cm

Team Statistician

5 cm

5 cm
TeamStatistician

Ball Retriever

Free Zone

Buzzer Coach
Numbered Cards

Net Camera
Alternate replay light
Official Scorers

Scoreboard VIS Operator

Cameraman

Ball Retriever
Quick Moppers

Buzzer Coach
Numbered Cards

Blue or black carpet to cover the parquet in the control area and around tribunes

Ball Retriever +

appr. 3m

Protection Fence

Moppers

Assistant Coaches Players Chairs

& Cableman

150x90x70

150x90x70

TableCover

0.45m
150x90x700.70m

Assistant Coach

Players Chairs

Protection Fence

Moppers

Cover 2m

Players Chairs Cover 5.8m

2.20m

Court Announcer

1.30m

Players Chairs Cover 5.8 m

Cover 2m

Competition Control Area

Match Balls

Reserve ref./linejudge

Competition Control Area

Warm-Up Area

Therapist/doctor
Ball Trolley

Penalty Area

150x45 x70

Organiser

Control Committee

300x90x70

Riser 360x180x20

TV Commentator*

150x45x70

*To be located on the Media Tribune if possible

Penalty Area

Therapist/doctor

Ball Trolley

Warm-Up Area

First-tier Event Branding

Cover 3.6m

First-tier Event Branding

2m min. 3 m (6.50m)

 9m 9m
min. 28 m (35 m)

min. 3 m(6.50m) 2m

18 m
9m 9m

0.20 m 0.15 m

Backzone

Side line

3m 3m

axis of the centre line

3m

Back zone

0.15m

0.20m

0.15m

Coach's RestrictionLine

Lines should be 17 in all.

Each line should be 15cm long with 20cm gap in between lines.

rear edge
of the attack line

How to measure the front zone

Front zone

Front zone

1.75 m

0.20m

0.15m

0.20m

0.15m

0.20m

0.15m

0.20m

0.05 m

0.05m

Side line

0.05 m

0.05 m

0.05 m

0.05 m

End line

Attack line

Centre line

Attack line

End line

Coach'sRestrictionLine Coach's RestrictionLine

DIAGRAM 3: DESIGN OF THENET

Relevant Rules: 2, 2.1.6, 2.2, 2.3, 2.4, 2.5.1, 11.3.1, 11.3.2, 27.2.1.6

DIAGRAM 5a: BALL CROSSING THE VERTICAL PLANE OF THE NET TO THE
OPPONENT COURT

Relevant Rules: 2.4, 8.4.3, 8.4.4, 8.4.5, 10.1.1, 10.1.3, 24.3.2.7, 27.2.1.3, 27.2.1.7

= Fault
 = Correct crossing

DIAGRAM 5b: BALL CROSSING THE VERTICAL PLANE OF THE NET TO THE OPPONENT FREE ZONE
 Relevant Rules: 10.1.2, 10.1.2.2, 24.3.2.7

DIAGRAM 6: COLLECTIVE SCREEN
 Relevant Rules: 12.5, 12.5.2, 23.3.2.3a

=Correct = Fault

DIAGRAM 9: WARNINGS AND SANCTIONS SCALES AND THEIR CONSEQUENCES
 Relevant Rules: 16.2, 21.3, 21.4.2

9a: MISCONDUCT WARNINGS AND SANCTIONS

CATEGORIES	OCCURRENCE	OFFENDER	SANCTION	CARDS
MINOR MISCONDUCT	Stage 1 Any member	Not considered as sanction	None	Prevention only
	Stage 2 repetition any time	Yellow Penalty	as below	as below
RUDE CONDUCT	First	Any member	Penalty	Red
	Second	Same member	Expulsion	Red + Yellow jointly
	Third	Same member	Disqualification	Red + Yellow separately
OFFENSIVE CONDUCT	First	Any member	Expulsion	Red + Yellow jointly
	Second	Same member	Disqualification	Red + Yellow separately

Player leaves playing area and stays in the penalty area for the remainder of the set
 Player leaves the Competition-Control Area for the remainder of the match
 Player leaves the playing area and stays in the penalty area for the remainder of the set
 Player leaves the Competition-Control Area for the remainder of the match

AGGRESSION First Any member Disqualification Red + Yellow separately
Player leaves the Competition-Control Area for the remainder of the match

9b: DELAY WARNING SYMBOLS AND SANCTIONS

CATEGORIES OCCURRENCE OFFENDER DETERRENT or SANCTION CARDS
CONSEQUENCE

DELAY First	Any member of the team	Delay Warning	Handsignal No. 25 with
Yellowcard	Prevention - no penalty		
Second and subsequent	Any member of the team	Delay Penalty	
Handsignal No. 25 with Redcard	Apoin t and servicet o the opponent		

DIAGRAM 10: LOCATION OF REFEREEING CORPS AND THEIR ASSISTANTS

Relevant Rules: 3.3, 23.1, 24.1, 25.1, 26.1, 27.1

- = First Referee
- = Second Referee
- S/ AS = Scorer/Assistant Scorer
- = Lines Judges (numbers 1-4 or 1-2)
- = Ball Retrievers (numbers 1-6)
- = Floor Moppers

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..

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: Netman Zone, Service Zone, Substitution Zone, Free Zone, Back Zone..

AREAS

These are sections of the floor OUTSIDE the free zone, identified by the rules as having a specific function. These include: warm-up area and penalty area.

LOWERSPACE

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 the bottom by the playing surface.

CROSSINGSPACE

The crossing space is defined by:

The horizontal band at the top of the net

The ceiling

The ball must cross to the opponent's COURT through the crossing space.

EXTERNALSPACE

The external space is in the vertical plane of the net outside of the crossing and lower spaces.

SUBSTITUTION ZONE

This is the part of the free zone through which substitutions are carried out.

UNLESS BY AGREEMENT OF SBFI

This statement recognizes that while there are regulations on the standards and specification of equipment and facilities, there are occasions when special arrangements can be made by SBFI in order to promote the game of SHOOTING BALL or to test new conditions.

SBFI STANDARDS

The technical specifications or limits as defined by SBFI to the manufacturers of equipment.

PENALTY AREA

In each half of the competition/control area, there is a Penalty Area located behind the prolongation of the endline, outside the free zone, which should be placed a minimum of 1.5 metres behind the rear edge of the bench.

FAULT

A playing action contrary to the rules.
A rule violation other than a playing action.

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.

TECHNICAL TIME-OUT

This special mandatory time-out is, in addition to time-outs, to allow the promotion of SHOOTING BALL, analysis of the play and to allow additional commercial opportunities. Technical Time-Outs are mandatory for SBFI, World and Official competitions.

BALL RETRIEVERS AND MOPPERS

These are personnel whose job it is to maintain the flow of the game by rolling the ball to the server between rallies.

Moppers: are personnel whose job it is to keep the floor clean and dry. They mop the court before the match, between the sets and, if necessary, after each rally.

RALLY POINT

This is the system of scoring a point whenever a rally is won.

INTERVAL

The time between sets. The change of courts in the deciding set is not to be regarded as an interval.

RE-DESIGNATION

REPLACEMENT

This is the act by which a regular player leaves the court (if more than one) takes his/her place. The regular player can then replace.

INTERFERING

Any action which will create an advantage against the opponent team or any action which prevents an opponent from playing the ball.

O-2bis

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, the referee's chair, TV equipment, scorer's table, and net posts. Outside objects do not include the antennae since they are considered as the part of the net.

SUBSTITUTION

This is the act by which one regular player leaves the court and another regular player takes his/her place.

SHOOTINGBALL FEDERATION OF INDIA

