2018

CEV SNOW VOLLEYBALL RULES



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PHILOSOPHY OF RULES AND REFEREEING

Introduction

Snow Volleyball is a young and up-and-coming discipline. It is expected to experience a steady, continuous growth in the years to come, which could ultimately lead to its inclusion in the programme of the Winter Olympic Games, thereby following a path similar to what happened to Beach Volleyball in the 1990s.

Game Characteristics

Snow Volleyball is a sport played by two teams on a snow court divided by a net.

The team has three hits for returning the ball (including the block touch).

In Snow 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. The serving player must be alternated every time this occurs.

The Referee within this framework

The essence of a good official lies in the concept of fairness and consistency:

- to be fair to every participant,
- to be viewed as fair by the spectators.

This demands a huge element of trust – the referee must be trusted to allow the players to entertain:

- by being accurate in his/her judgement;
- by understanding why the rule is written;
- by being an efficient organizer;
- by allowing the competition to flow and by directing it to a conclusion;
- by being an educator – using the rules to penalise the unfair or admonish the impolite;
- by promoting the game – that is, by allowing the spectacular elements in the game to shine and the best players to do what they do best: entertain the public.

Finally, we can say that a good referee will use the rules to make the competition a fulfilling experience for all concerned.

To those who have read thus far, view the rules which follow as the current state of development of a great game, but keep in mind why these preceding few paragraphs may be of equal importance to you in your own position within the sport.



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TABLE OF CONTENT

Section 1 GAME 6
Chapter 1 FACILITIES AND EQUIPMENT 6
1. PLAYING AREA 6
1.1 DIMENSIONS 6
1.2 PLAYING SURFACE 6
1.3 COURT LINES 6
1.4 ZONES AND AREAS 6
1.5 WEATHER 6
2. NET AND POSTS 6
2.1 HEIGHT OF THE NET 6
2.2 STRUCTURE 6
2.3 SIDE BANDS 7
2.4 ANTENNAE 7
2.5 POSTS 7
3. BALLS 7
3.1 STANDARDS 7
3.2 UNIFORMITY OF BALLS 7
Chapter 2 PARTICIPANTS 7
4. TEAMS 7
4.1 TEAM COMPOSITION 7
4.2 LOCATION OF THE TEAM 8
4.3 EQUIPMENT 8
4.4 CHANGE OF EQUIPMENT 8
4.5 FORBIDDEN OBJECTS 8
5. TEAM LEADERS 8
5.1 CAPTAIN 8
Chapter 3 PLAYING FORMAT 9
6. TO SCORE A POINT, TO WIN A SET AND THE MATCH 9
6.1 TO SCORE A POINT 9
6.2 TO WIN A SET 9
6.3 TO WIN THE MATCH 9
6.4 DEFAULT AND INCOMPLETE TEAM 9
7. STRUCTURE OF PLAY 10
7.1 THE TOSS 10
7.2 OFFICIAL WARM-UP SESSION 10
7.3 TEAM LINE-UP 10
7.4 POSITIONS 10
7.5 POSITIONAL FAULT 10
7.6 SERVICE ORDER 10
7.7 SERVICE ORDER FAULT 10
Chapter 4 PLAYING ACTIONS 11
8. STATES OF PLAY 11
8.1 BALL IN PLAY 11
8.2 BALL OUT OF PLAY 11

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8.3 BALL “IN” 11
8.4 BALL”OUT” 11
9. PLAYING THE BALL 11
9.1 TEAM HITS 11
9.2 CHARACTERISTICS OF THE HIT 12
9.3 FAULTS IN PLAYING THE BALL 12
10. ball at the net 13
10.1 BALL CROSSING THE NET 13
10.2 BALL TOUCHING THE NET 13
10.3 BALL IN THE NET 13
11. PLAYER AT THE NET 13
11.1 REACHING BEYOND THE NET 13
11.2 PENETRATION INTO THE OPPONENT’S SPACE, COURT AND/OR FREE ZONE 13
11.3 CONTACT WITH THE NET 13
11.4 PLAYER’S FAULTS AT THE NET 14
12. SERVICE 14
12.1 FIRST SERVICE IN A SET 14
12.2 SERVICE ORDER 14
12.3 AUTHORIZATION OF THE SERVICE 14
12.4 EXECUTION OF THE SERVICE 14
12.5 SCREENING 15
12.6 FAULTS MADE DURING THE SERVICE 15
13. attack hit 15
13.1 CHARACTERISTICS OF THE ATTACK HIT 15
13.2 FAULTS OF THE ATTACK HIT 15
14. BLOCK 15
14.1 BLOCKING 15
14.2 BLOCK CONTACT 16
14.3 BLOCKING WITHIN THE OPPONENT’S SPACE 16
14.4 BLOCK AND TEAM HITS 16
14.5 BLOCKING THE SERVICE 16
14.6 BLOCKING FAULTS 16
Chapter 5 INTERRUPTIONS, DELAYS AND INTERVALS 16
15. INTERRUPTIONS 16
15.1 NUMBER OF REGULAR GAME INTERRUPTIONS 16
15.2 SEQUENCE OF REGULAR GAME INTERRUPTIONS 16
15.3 REQUEST FOR REGULAR GAME INTERRUPTIONS 17
15.4 TIME-OUTS 17
15.5 IMPROPER REQUESTS 17
16. GAME DELAYS 17
16.1 TYPE OF DELAYS 17
16.2 DELAY SANCTIONS 17
17. EXCEPTIONAL GAME INTERRUPTIONS 17
17.1 INJURY / ILLNESS 17
17.2 EXTERNAL INTERFERENCE 18

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17.3 PROLONGED INTERRUPTIONS 18
18. INTERVALS AND CHANGE OF COURTS/SWITCHES 18
18.1 INTERVALS 18
18.2 COURT SWITCHES 18
Chapter 6 PARTICIPANTS' CONDUCT 18
19. REQUIREMENTS OF CONDUCT 18
19.1 SPORTSMANLIKE CONDUCT 18
19.2 FAIR PLAY 19
20. MISCONDUCT AND ITS SANCTIONS 19
20.1 MINOR MISCONDUCT 19
20.2 MISCONDUCT LEADING TO SANCTIONS 19
20.3 SANCTION SCALE 19
20.4 MISCONDUCT BEFORE AND BETWEEN SETS 19
20.5 SUMMARY OF MISCONDUCT AND CARDS USED 20
Section 2 THE REFEREES, THEIR RESPONSIBILITIES AND OFFICIAL HAND SIGNALS 20
Chapter 7 REFEREES 20
21. REFEREEING CORPS AND PROCEDURES 20
21.1 COMPOSITION 20
21.2 PROCEDURES 20
22. REFEREE 20
22.1 LOCATION 20
22.2 AUTHORITY 21
22.3 RESPONSIBILITIES 21
23. SCORER 22
23.1 LOCATION 22
23.2 RESPONSIBILITIES 22
24. OFFICIAL SIGNALS 22
24.1 REFEREES' HAND SIGNALS 22
Section 3 DIAGRAMS 23
1. THE PLAYING AREA 23
2. THE PLAYING COURT 24
3. DESIGN OF THE NET 25
4. BALL CROSSING THE VERTICAL PLANE OF THE NET TO THE OPPONENT COURT 26
5. BALL CROSSING THE VERTICAL PLANE OF THE NET TO THE OPPONENT FREE ZONE 27
6. SCREEN 28
7. COMPLETED BLOCK 28
8. DETERRENTS AND SANCTIONS 29
8.1 SANCTIONS SCALE AND CONSEQUENCES 29
8.2 DELAY SANCTIONS SCALE AND CONSEQUENCES 29
9. LOCATION OF REFEREEING CORPS AND THEIR ASSISTANTS 30
10. REFEREES' OFFICIAL HAND SIGNALS 31
10.1 AUTHORISATION TO SERVE 31
10.2 TEAM TO SERVE 31
10.3 CHANGE OF COURTS 31
10.4 TIME-OUT 31

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10.5 MISCONDUCT WARNING 31
10.6 MISCONDUCT PENALTY 31
10.7 EXPULSION 32
10.8 DISQUALIFICATION 32
10.9 END OF SET (OR MATCH) 32
10.10 BALL NOT TOSSED OR RELEASED AT THE SERVICE HIT 32
10.11 DELAY IN SERVICE 32
10.12 BLOCKING FAULT OR SCREENING 32
10.13 POSITIONAL OR ROTATIONAL FAULT 32
10.14 BALL “IN” 33
10.15 BALL “OUT” 33
10.16 CATCH 33
10.17 DOUBLE CONTACT 33
10.18 FOUR HITS 33
10.19 NET TOUCHED BY PLAYER - SERVED BALL FAILS TO PASS TO THE OPPONENT THROUGH CROSSING SPACE 33
10.20 REACHING BEYOND THE NET 33
10.21 ATTACK HIT FAULT 34
10.22 INTERFERENCE DUE TO PENETRATION INTO THE OPPONENT’S COURT AND SPACE UNDER THE NET BALL CROSSES COMPLETELY THE LOWER SPACE UNDER THE NET THE SERVER TOUCHES THE COURT (THE END LINE INCLUDED) OR THE GROUND OUTSIDE THE SERVICE ZONE UNLESS FOR THE SERVER, THE PLAYER STEPS OUTSIDE HIS/HER COURT AT THE MOMENT OF THE SERVICE HIT 34
10.23 DOUBLE FAULT AND REPLAY 34
10.24 BALL TOUCHED 34
10.25 DELAY WARNING / DELAY PENALTY 34
Section 4 DEFINITIONS 35

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SECTION 1 GAME

Chapter 1 FACILITIES AND EQUIPMENT

1. PLAYING AREA

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

1.1 DIMENSIONS

1.1.1 The playing court is a rectangle measuring 16 x 8 m, surrounded by a free zone, which is a minimum of 2 m wide on all sides.

1.2 PLAYING SURFACE

1.2.1 The surface must be composed of snow, as flat and uniform as possible, free of rocks and anything else which can cause injuries to the players.

1.3 COURT LINES

1.3.1 All lines are 5 cm wide. The lines must be of a colour which contrasts sharply with the colour of the snow.

1.3.2 Two side lines and two end lines mark the playing court. There is no centre line. Both side and end lines are placed inside the dimensions of the playing court.

Court lines should be ribbons made of a resistant material, and any exposed anchors should be of a soft, flexible material.

1.4 ZONES AND AREAS

There is only the playing court, service zone and the free zone surrounding the playing court.

1.4.1 The service zone is an 8 m wide area behind the end line, which extends to the edge of the free zone.

1.5 WEATHER

The weather must not present any danger of injury to the players.

2. NET AND POSTS

2.1 HEIGHT OF THE NET

2.1.1 Placed vertically over the middle of the playing court there is a net whose top is set at the height of 2.43 m for men and 2.24 m for women.

The height of the net may vary for specific age groups as follows:

Age Groups	Females	Males
16 years and under	2.24 m	2.24 m
14 years and under	2.12 m	2.12 m
12 years and under	2.00 m	2.00 m

2.1.2 Its height is measured from the centre of the playing court with a measuring rod. 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 8.0-8.5 m long and 1 m (+/- 3 cm) wide when it is hung taut, placed vertically over the narrow axis at the middle of the playing court.

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It is made of maximum 10 cm square mesh. At its top and bottom there are two 7-10 cm wide horizontal bands made of two-fold canvas, preferably in dark blue or bright colours, sewn along its full length.

Within the bands, there is a flexible cable in the upper one and a cord in the bottom one for fastening the net to the posts and keeping its top and bottom taut.

2.3 SIDE BANDS

Two coloured bands, 5 cm wide (same width as the court lines) and 1 m long, are fastened vertically to the net and placed directly above each side line. They are considered as part of the net.

2.4 ANTENNAE

An antenna is a flexible rod, 1.80 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 outside each side line and preferably adjustable.

2.5.2 The posts are rounded and smooth, fixed to the ground without wires. There must be no dangerous or obstructing devices. Posts must be padded.

3. BALLS

3.1 STANDARDS

The ball must be spherical, made of a flexible material (leather, synthetic leather, or similar) which does not absorb moisture.

Colour:	light uniform colour or a combination of colours.
Circumference:	66 to 68 cm.
Weight:	260 to 280 gr.
Inside pressure:	0.175 to 0.225 kg/cm2 (171 to 221 mbar or hPa).

3.2 UNIFORMITY OF BALLS

All balls used in a match must have the same standards and approved by CEV.

Chapter 2 PARTICIPANTS

4. TEAMS

4.1 TEAM COMPOSITION

4.1.1 A team is composed exclusively of two players.

4.1.2 Only the two players recorded on the score sheet have the right to participate in the match.

4.1.3 One of the players is the team captain who must be indicated on the score sheet.

4.1.4 Players are not allowed to receive external assistance or coaching during a match.

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4.2 LOCATION OF THE TEAM

The team's areas must be a minimum of 1.5 m from the side- and end line.

4.3 EQUIPMENT

A player's equipment consists of shoes with a good grip on snow which do not pose any threat to the player's health, close-fitting t-shirts with long or short sleeves and long tight pants. Men's players must wear shorts on top of the long tight pants. A jersey or "tank-top" is optional except when specified in Tournament Regulations. Players may wear gloves and a hat/head covering.

4.3.1 Players of a given team must wear uniforms of the same colour and style.

4.3.2 Players must play with shoes except when authorized by the referee.

4.3.3 Players' jerseys must be numbered 1 and 2.

4.3.3.1 The number must be placed on the chest.

4.3.3.2 The number must be of a contrasting colour to the jersey and a minimum of 10 cm in height. The stripe forming the numbers must be a minimum of 1.5 cm wide.

4.4 CHANGE OF EQUIPMENT

If both teams arrive at a match dressed in jerseys of the same colour, a toss must be conducted to determine which team must change.

The first referee may authorize one or more players:

4.4.1 to play without shoes,

4.4.2 to play with jackets or rain jackets,

4.4.3 to change wet jerseys between sets provided that the new ones also follow the tournament and CEV Snow Volleyball Handbook.

4.5 FORBIDDEN OBJECTS

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.

5. TEAM LEADERS

The team captain is responsible for maintaining team conduct and discipline.

5.1 CAPTAIN

5.1.1 Prior to the match, the team captain:

a. Signs the score sheet;
b. Represents his/her team in the toss.

5.1.2 During the match, only the captain is authorized to speak to the referee, while the ball is out of play, in the following three cases:

5.1.2.1 to ask for an explanation on the application or interpretation of the Rules;

5.1.2.2 to ask authorization:
a. to change uniforms or equipment;
b. to verify the number of the serving player;
c. to check the net, the ball, the surface, etc.;
d. to realign a court line.

5.1.2.3 to request time-outs.

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Note: the players must have authorization from the referees to leave the playing area.

5.1.3 At the end of the match:

5.1.3.1 Both players thank the referees and the opponents. The Captain signs the score sheet to ratify the result.

Chapter 3 PLAYING FORMAT

6. TO SCORE A POINT, TO WIN A SET AND THE MATCH

6.1 TO SCORE A POINT

6.1.1 Point

A team scores a point:

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 referees judge the faults and determine the consequences according to the rules:

6.1.2.1 if two or more faults are committed successively, only the first one is counted;

6.1.2.2 if two or more faults are committed by opponents simultaneously, a double fault is called and the rally is replayed.

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
- the loss of service for a service hit made after the time-limit.

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

6.1.3.2 If the receiving team wins a rally, it scores a point and it must serve next.

6.2 TO WIN A SET

A set is won by the team which first scores 11 points with a minimum lead of two points. In the case of a 10-10 tie, play is continued until a two-point lead is achieved (12-10; 13-11; etc).

6.3 TO WIN THE MATCH

6.3.1 The match is won by the team that wins two sets (best of 3) or three sets (best of 5).

6.3.2 In the case of a tie, the deciding set is played to 11 points with a minimum lead of 2 points.

6.4 DEFAULT AND INCOMPLETE TEAM

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 0-2 for the match and 0-11, 0-11 for each set.

6.4.2 A team that does not appear on the playing court on time is declared in default.

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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.

7. STRUCTURE OF PLAY

7.1 THE TOSS

Before the official warm up, the referee conducts the 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, where appropriate.

7.1.2 The winner of the toss chooses:

Either

7.1.2.1 the right to serve or to receive the service,
or

7.1.2.2 the side of the playing court.

The loser takes the remaining choice.

7.1.2.3 In the second set the loser of the toss in the first set has the choice of 7.1.2.1 or 7.1.2.2.

A new toss is conducted for the deciding set.

7.2 OFFICIAL WARM-UP SESSION

Prior to the match the teams have a 3-minute official warm-up period at the net.

7.3 TEAM LINE-UP

7.3.1 Both players of each team must always be in play.

7.4 POSITIONS

At the moment the ball is hit by the server, each team must be within its own court (except the server).

7.4.1 The players are free to position themselves. There are no determined positions on the court.

7.5 POSITIONAL FAULT

7.5.1 There are no positional order faults.

7.6 SERVICE ORDER

7.6.1 Service order must be maintained throughout the set as determined by the team captain immediately following the toss.

7.6.2 When the receiving team has gained the right to serve, its players “rotate” one position.

7.7 SERVICE ORDER FAULT

7.7.1 A service order fault is committed when the service is not made according to the service order. The team is sanctioned with a point and service to the opponent.

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Chapter 4 PLAYING ACTIONS

8. STATES OF PLAY

8.1 BALL IN PLAY

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

8.2 BALL OUT OF PLAY

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

8.3 BALL “IN”

The ball is “in” if at any moment of its contact with the playing surface, some part of the ball touches the court, including touching the boundary lines.

8.4 BALL”OUT”

The ball is ”out” when it:

8.4.1 falls on the ground completely outside the boundary lines (without touching them);

8.4.2 touches an object outside the playing court, or a person out of play;

8.4.3 touches the antennae, ropes, posts or the net itself outside the side bands;

8.4.4 crosses the vertical plane of the net either partially or totally outside the crossing space during service or during the third hit of the team (exception: Rule 10.1.2);

8.4.5 crosses completely the lower space under the net.

9. PLAYING THE BALL

Each team must play within its own playing area and playing space (except Rule 10.1.2).

The ball may, however, be retrieved from beyond the free zone.

9.1 TEAM HITS

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

Each team is entitled to a maximum of three hits for returning the ball over the net. If more are used, the team commits the fault of “four hits”.

These team hits include not only intentional hits by the player, but also unintentional contacts with the ball.

9.1.1 Consecutive contacts

A player must not hit the ball two times consecutively (exceptions, see Rules: 9.2.3, 14.2 and 14.4.2).

9.1.2 Simultaneous contacts

Two players may touch the ball at the same moment.

9.1.2.1 When two teammates touch the ball simultaneously, it is counted as two hits (with the exception of blocking).

If they reach for the ball but only one of them touches it, one hit is counted.

If players collide, no fault is committed.

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9.1.2.2 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.

9.1.2.3 If simultaneous hits by two opponents over the net lead to an extended contact with the ball, play continues.

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.

However, a player who is about to commit a fault (touch the net or interfere with an opponent, etc.) may be stopped or held back by a teammate.

9.2 CHARACTERISTICS OF THE HIT

9.2.1 The ball may touch any part of the body.

9.2.2 Simultaneous Contacts: The ball may touch various parts of the body, provided that the contacts take place simultaneously.

9.2.2.1 During reception of service if the ball is played overhand using fingers, the ball may not contact the fingers/ hands consecutively, even if the contacts occur during one action. (Overhand with fingers specifically refers to a setting action).

9.2.2.2 Consecutive contacts: at the first hit of the team (except service reception) consecutive contacts are permitted provided that the contacts occur during one action and are not made using an overhand finger action.

9.2.2.3 The ball must not be caught or thrown. It can rebound in any direction.

9.2.2.4 Extended contacts:
In defensive action of a hard driven ball, the ball contact can be extended momentarily even if an overhand finger (setting) action is used.

9.2.3 Exceptions:

9.2.3.1 at blocking, consecutive contacts may be made by one or more players, provided that they occur during one action;

9.2.3.2 at the first hit of the team, unless it is played overhand using fingers (exception Rule 9.2.2.1), the ball may contact various parts of the body consecutively, provided that the contacts occur during one action;

9.2.3.3 if simultaneous contact with the ball over the net by the two opponents leads to an extended contact, play continues (the receiving team has the right to three touches).

9.3 FAULTS IN PLAYING THE BALL

9.3.1 Four hits: a team hits the ball four times before returning it.

9.3.2 Assisted hit: a player takes support from a teammate or any structure/ object in order to hit the ball within the playing area.

9.3.3 Catch: the ball is caught and/or thrown; it does not rebound from the hit. (Exceptions 9.2.2.1, 9.2.2.2).

9.3.4 Double contact: a player hits the ball twice in succession or the ball contacts various parts of his/her body in succession.

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10. BALL AT THE NET

10.1 BALL CROSSING THE NET

10.1.1 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:

10.1.1.1 below, by the top of the net;

10.1.1.2 at the sides, by the antennae, and their imaginary extension;

10.1.1.3 above, by the ceiling or structure (if any).

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

10.1.2.1 The ball when played back crosses the vertical plane of the net again totally, or partly through the external space on the same side of the court.

The opponent team may not prevent such action.

10.1.3 The ball is "out" when it crosses completely the lower space under the net.

10.1.4 A player, however, may enter the opponents' court in order to play the ball as it passes outside the crossing space, or before it crosses completely the lower space.

10.2 BALL TOUCHING THE NET

While crossing the net, the ball may touch it.

10.3 BALL IN THE NET

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

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

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.

11.2 PENETRATION INTO THE OPPONENT'S SPACE, COURT AND/OR FREE ZONE

11.2.1 A player may enter into the opponent's space, court and/or free zone, provided that this does not interfere with the opponent's play.

11.3 CONTACT WITH THE NET

11.3.1 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.

11.3.2 Players may touch the post, ropes, or any other object outside the antennae, including the net itself, provided that it does not interfere with the play.

11.3.3 When the ball is driven into the net, causing it to touch an opponent, no fault is committed.

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11.4 PLAYER'S FAULTS AT THE NET

11.4.1 A player touches the ball or an opponent in the opponent's space before or during the opponent's attack hit.

11.4.2 A player interferes with the opponent's play while penetrating into the opponent's space under the net.

11.4.3 A player interferes with play by (amongst others):

a. touching the net between the antennae or the antenna itself during his/her action of playing the ball,
b. using the net between the antennae as a support or stabilizing aid
c. creating an unfair advantage over the opponent by touching the net
d. making actions which hinder an opponent's legitimate attempt to play the ball,
e. catching/holding on to 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.

However, touching the net outside the antenna is not to be considered as a fault (except for Rule 9.1.3.)

12. SERVICE

The service is the act of putting the ball into play by the correct serving player placed in the service zone.

12.1 FIRST SERVICE IN A SET

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

12.2 SERVICE ORDER

12.2.1 The players must follow the service order recorded on the score sheet.

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

12.2.2.1 when the serving team wins the rally, the player who served before, serves again;

12.2.2.2 when the receiving team wins the rally, it gains the right to serve and the player who did not serve last time will serve.

12.3 AUTHORIZATION OF THE SERVICE

The referee authorizes the service, after having checked that both 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 must be hit with one hand or any part of the arm after being tossed or released from the hand(s).

12.4.2 Only one toss or release of the ball is allowed. Moving the ball in the hands is permitted.

12.4.3 The server may move freely within the service zone. At the moment of the service hit or take-off for a jump service, the server must not touch the court (the end line included) or the ground outside the service zone. His/her foot may not go under the end line.

After the hit, he/she may step or land outside the service zone, or inside the court. If the line moves because of the snow pushed by the server, it is not considered a fault.

12.4.4 The server must hit the ball within 5 seconds after the referee whistles for service.

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

12.4.6 If the ball, after having been tossed or released by the server, lands without being touched or caught by the server, it is considered as a service.

12.4.7 No further service attempt is permitted.

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12.5 SCREENING

12.5.1 A player of the serving team must not prevent the opponent, through individual screening, from seeing the server and the flight path of the ball.

12.5.2 A player of the serving team makes a screen by waving arms, jumping or moving sideways during the execution of the service, 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 FAULTS MADE DURING THE SERVICE

12.6.1 Serving faults

The following faults lead to a change of service. The server:

12.6.1.1 violates the service order,

12.6.1.2 does not execute the service properly.

12.6.2 Faults after the service hit

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

12.6.2.1 touches a player of the serving team or fails to cross the vertical plane of the net completely through the crossing space;

12.6.2.2 goes “out”;

12.6.2.3 passes over a screen.

13. ATTACK HIT

13.1 CHARACTERISTICS OF THE ATTACK HIT

13.1.1 All actions which direct the ball towards the opponent, with the exception of service and block, are considered as attack hits.

13.1.2 An attack-hit is completed the moment the ball completely crosses the vertical plane of the net or is touched by an opponent.

13.1.3 Any player may carry out an attack-hit at any height, provided that his/ her contact with the ball has been made within the player’s own playing space (except Rule 13.2.4, 13.2.5 below).

13.2 FAULTS OF THE ATTACK HIT

13.2.1 A player hits the ball within the playing space of the opposing team.

13.2.2 A player hits the ball ”out”.

13.2.3 A player completes an attack hit using an open-handed finger action or if using finger tips that are not rigid and together.

13.2.4 A player completes an attack hit on the opponent’s service, when the ball is entirely higher than the top of the net.

13.2.5 A player completes an attack-hit using an overhand pass which has a trajectory not perpendicular to the line of the shoulders. The exception is when the player is attempting to set to his or her teammate.

14. BLOCK

14.1 BLOCKING

14.1.1 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 the contact with the ball, a part of the body must be higher than the top of the net.

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14.1.2 Block attempt

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

14.1.3 Completed block

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

14.1.4 Collective block

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

14.2 BLOCK CONTACT

Consecutive (quick and continuous) contacts may occur by one or more blockers provided that the contacts are made during one action. These are counted as only one team hit. These contacts may occur with any part of the body.

14.3 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.

14.4 BLOCK AND TEAM HITS

14.4.1 A blocking contact is counted as a team hit. The blocking team will have only two more hits after a blocking contact.

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

14.5 BLOCKING THE SERVICE

To block an opponent's service is forbidden.

14.6 BLOCKING FAULTS

14.6.1 The blocker touches the ball in the opponent's space either before or simultaneously with the opponent's attack hit.

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

14.6.3 A player blocks the opponent's service.

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

Chapter 5 INTERRUPTIONS, DELAYS AND INTERVALS

15. INTERRUPTIONS

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

The only regular game interruptions are time-outs.

15.1 NUMBER OF REGULAR GAME INTERRUPTIONS

Each team may request a maximum of one time-out per set.

15.2 SEQUENCE OF REGULAR GAME INTERRUPTIONS

15.2.1 A request for time-out by both teams may follow one another, within the same interruption.

15.2.2 There are no substitutions.

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15.3 REQUEST FOR REGULAR GAME INTERRUPTIONS

Regular game interruptions may be requested only by the captain.

15.4 TIME-OUTS

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.

15.4.2 During all regular interruptions and set intervals, players must go to the designated players' area.

15.5 IMPROPER REQUESTS

Among others, it is improper to request a time-out:

15.5.1 during a rally or at the moment of, or after the whistle to serve,

15.5.2 by a non-authorised team member,

15.5.3 after having exhausted the authorized time-outs.

15.5.4 Any improper request that does not affect or delay the game must be rejected without any sanction unless repeated in the same match.

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

16. GAME DELAYS

16.1 TYPE OF DELAYS

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

16.1.1 prolonging time-outs, after having been instructed to resume the game;

16.1.2 repeating an improper request;

16.1.3 delaying the game (12 seconds must be the maximum time from the end of a rally to the whistle for service under normal playing conditions);

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 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.

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 is given a maximum of 5 minutes recovery time, one time in a competition. The referee must authorize the properly accredited medical staff to enter the playing court to attend the player. Only the referee may authorize a player to leave the playing area without penalty. When the

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treatment has been completed or if no treatment can be provided, play must resume. The referee will whistle and request the player to continue. At this time, only the player can judge whether he/she is fit to play.

17.1.3 If the player does not recover or return to the playing area at the conclusion of the recovery time, his/her team is declared incomplete.

17.1.4 In extreme cases, the doctor of the competition can oppose the return of an injured player.

17.1.5 Note: the recovery time will begin when the properly accredited medical staff member(s) of the competition arrives at the playing court to attend to the player. In the event that no accredited medical staff is available or in cases where the player chooses to be treated by his/her own medical personnel, the time will begin from the moment the recovery time was authorized by the referee.

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 PROLONGED INTERRUPTIONS

17.3.1 If unforeseen circumstances interrupt the match, the referee, the organizer and the Control Committee, if there is one, must 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, the match is resumed with the score acquired, regardless of whether it continues on the same court or another court.

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

18. INTERVALS AND CHANGE OF COURTS/SWITCHES

18.1 INTERVALS

18.1.1 An interval is the time between sets. All intervals last one minute.

During this period of time, the change of courts (if requested) and service order of the teams on the score sheet are made.

During the interval before a deciding set, the referees carry out a toss in accordance with Rule 7.1.

18.2 COURT SWITCHES

18.2.1 The teams switch after every 7 points in all sets.

18.2.2 During court switches the teams must change immediately without delay.

If the court switch is not made at the proper time, it will take place as soon as the error is noticed.

The score at the time that the court switch is made remains the same.

Chapter 6 PARTICIPANTS' CONDUCT

19. REQUIREMENTS OF CONDUCT

19.1 SPORTSMANLIKE CONDUCT

19.1.1 Participants must know the "Snow Volleyball 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 captain.

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

19.2 FAIR PLAY

19.2.1 Participants must behave respectfully and courteously in the spirit of Fair Play, not only towards the referees, but also towards other officials, the opponent, teammates and spectators.

19.2.2 Communication between team members during the match is permitted.

20. MISCONDUCT AND ITS SANCTIONS

20.1 MINOR MISCONDUCT

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

This is done in two stages:

i. Stage 1: by issuing a verbal warning through the captain;
ii. Stage 2: by use of a yellow card to a team member. 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 score sheet but has no immediate consequences.

20.2 MISCONDUCT LEADING TO SANCTIONS

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

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

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

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

20.3 SANCTION SCALE

According to the judgment of the 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.

20.3.1 Penalty

For rude conduct or a single repetition of rude conduct in the same set by the same player. On each of the first two occasions, the team is sanctioned with a point and service to the opponents. A third rude conduct by a player in the same set is sanctioned by expulsion. Rude conduct sanctions may, however, be given to the same player in subsequent sets.

20.3.2 Expulsion

The first offensive conduct is sanctioned by expulsion. The player who is sanctioned with expulsion must leave the playing area and his/her team is declared incomplete for the set.

20.3.3 Disqualification

The first physical attack or implied or threatened aggression is sanctioned by disqualification. The player must leave the playing area and his/her team is declared incomplete for the match.

Misconduct is sanctioned as shown in the sanction scale.

20.4 MISCONDUCT BEFORE AND BETWEEN SETS

Any misconduct occurring before or between sets is sanctioned according to the sanction scale and the sanction is applied in the following set.

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20.5 SUMMARY OF MISCONDUCT AND CARDS USED

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 card separately

SECTION 2 THE REFEREES, THEIR RESPONSIBILITIES AND OFFICIAL HAND SIGNALS

Chapter 7 REFEREES

21. REFEREEING CORPS AND PROCEDURES

21.1 COMPOSITION

The refereeing corps for a match is composed of the following officials:
a. the referee,
b. the scorer.

Their location is shown in the Diagram 8.

21.2 PROCEDURES

21.2.1 Only the referee may blow a whistle during the match:

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

21.2.1.2 the 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 The referee 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 blows the whistle to signal the completion of the rally, he/she has to indicate with the official hand signals:

21.2.3.1 After whistling a fault, the referee 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 In the case of a double fault the referee indicates in order:
a. the nature of the fault,
b. the players at fault (if necessary).

The team to serve next is then indicated by the referee.

22. REFEREE

22.1 LOCATION

The 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.

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22.2 AUTHORITY

22.2.1 The 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 his/her decisions are final. He/she is authorized to overrule the decisions of other members of the refereeing corps, if it is noticed that they are mistaken.

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

22.2.2 He/she also controls the work of the ball retrievers.

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 must not permit any discussion about his/her decisions.

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

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

22.2.6 He/she authorizes the time-outs and court switches, controls the duration of such and rejects improper requests.

22.2.7 He/she checks the number of time-outs used by each team and reports to the referee and the players concerned after completion of their time-out.

22.2.8 In the case of an injury of a player, the referee authorizes and assists in managing the recovery time.

22.2.9 He/she checks during the match that the balls still meet the requirements of the regulations.

22.2.10 He/she conducts the toss between sets 2 and 3, if applicable. He/she then must pass all relevant information to the scorer.

22.3 RESPONSIBILITIES

22.3.1 Prior to the match, the 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, decides, whistles and signals:

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 the screen of the serving team; D5
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 ball crossing completely the lower space under the net;
e. interference due to penetration into the opponent's court and space under the net;
f. the contact of the ball with an outside object;
g. the ball that crosses the net totally or partly outside the crossing space to the opponent court or touches the antenna on his/her side of the court, including during service;
h. the ball recovered completely on the opponent's side under the net.

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

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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 referee.

23.2 RESPONSIBILITIES

The scorer fills in the score sheet according to the Rules, cooperating with the referee.

He/she 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 procedures in force and obtains the signatures of the captains.

23.2.2 During the match, the scorer:

23.2.2.1 records the points scored, the set results and the duration of each set;

23.2.2.2 operates the manual scoreboard on the scorers' table;

23.2.2.3 records the time-outs, checking the number of such;

23.2.2.4 notifies the referees of a request for time-out that is improper;

23.2.2.5 announces to the referees the court switches and the end of the sets;

23.2.2.6 records all other events, i.e. 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 signs the score sheet, before he/she obtains the signatures of the team captains and then the referee.

24. OFFICIAL SIGNALS

24.1 REFEREES' HAND SIGNALS

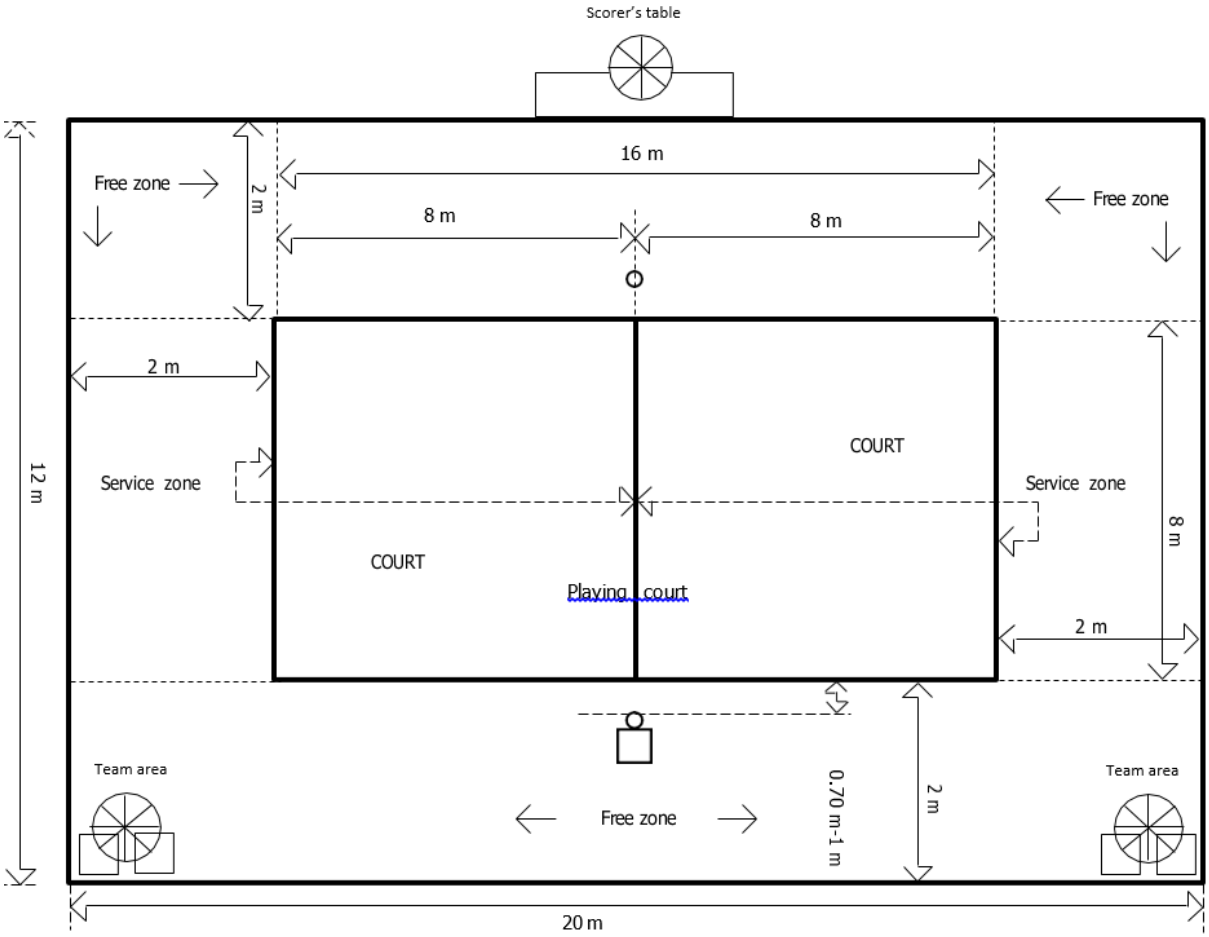
The referees will indicate with the official hand signal the reason for their whistle (the nature of the fault whistled or the purpose of the interruption authorized). The signal has to be maintained for a moment and, if it is indicated with one hand, the hand corresponds to the side of the team which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

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SECTION 3 DIAGRAMS

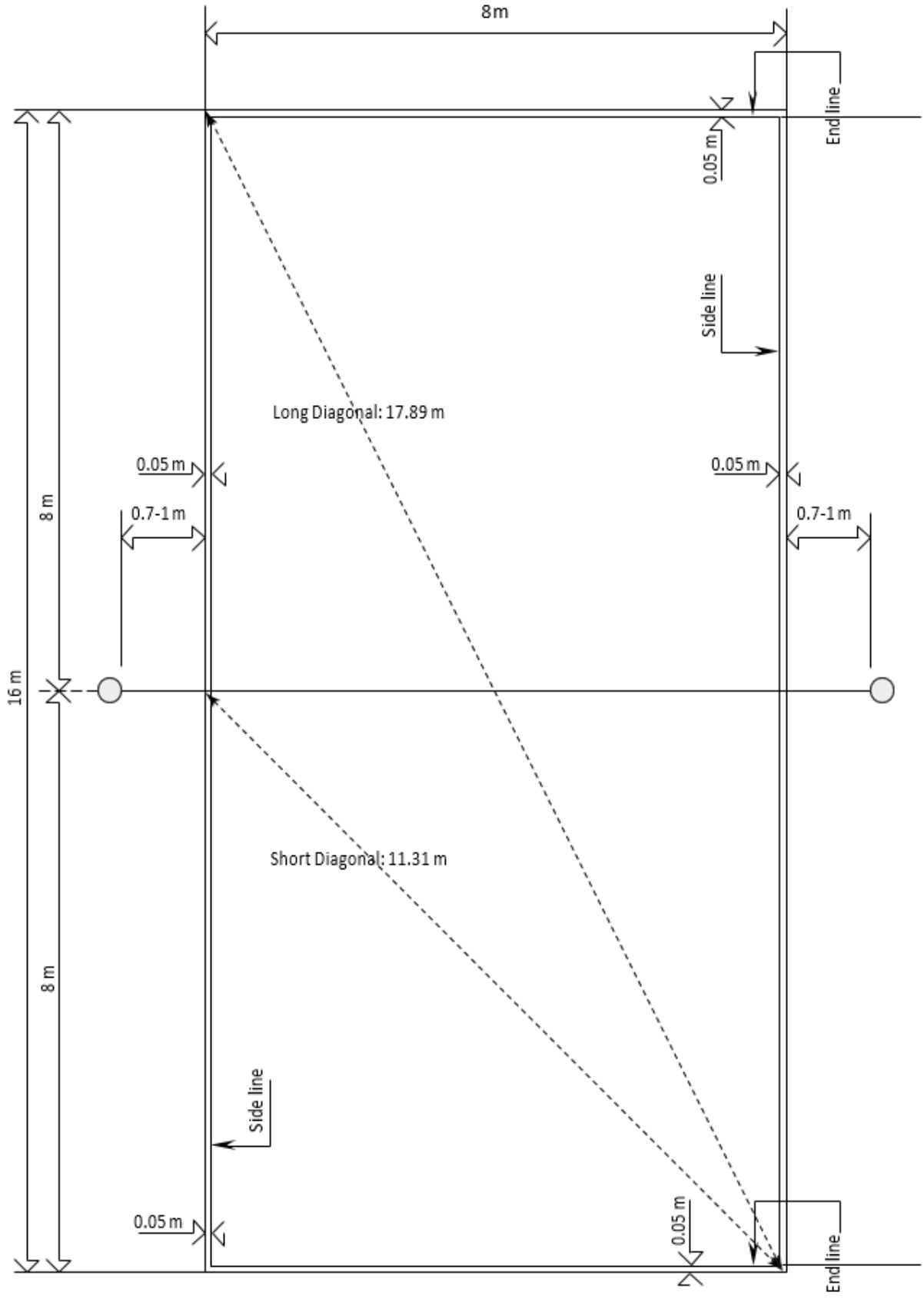
1. THE PLAYING AREA

Relevant Rules: 1, 22.1, 23.1, 24.1, 25.1, 26.1



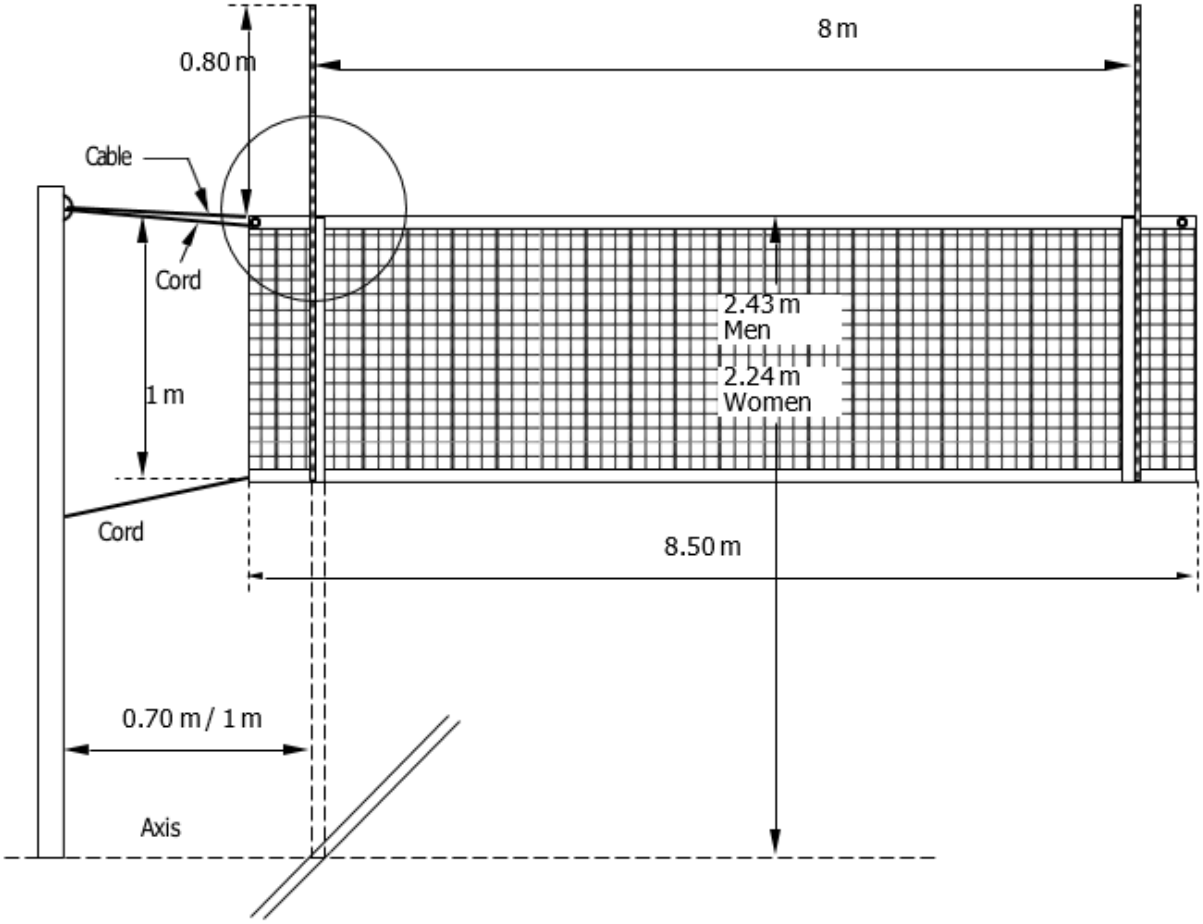
2. THE PLAYING COURT

Relevant Rules: 1.1, 1.3, 2.5

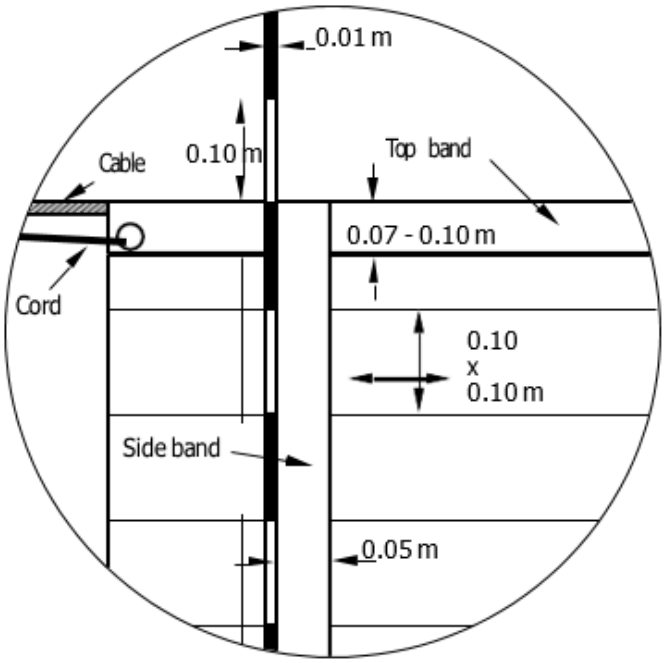


3. DESIGN OF THE NET

Relevant Rules: 2, 8.4.3



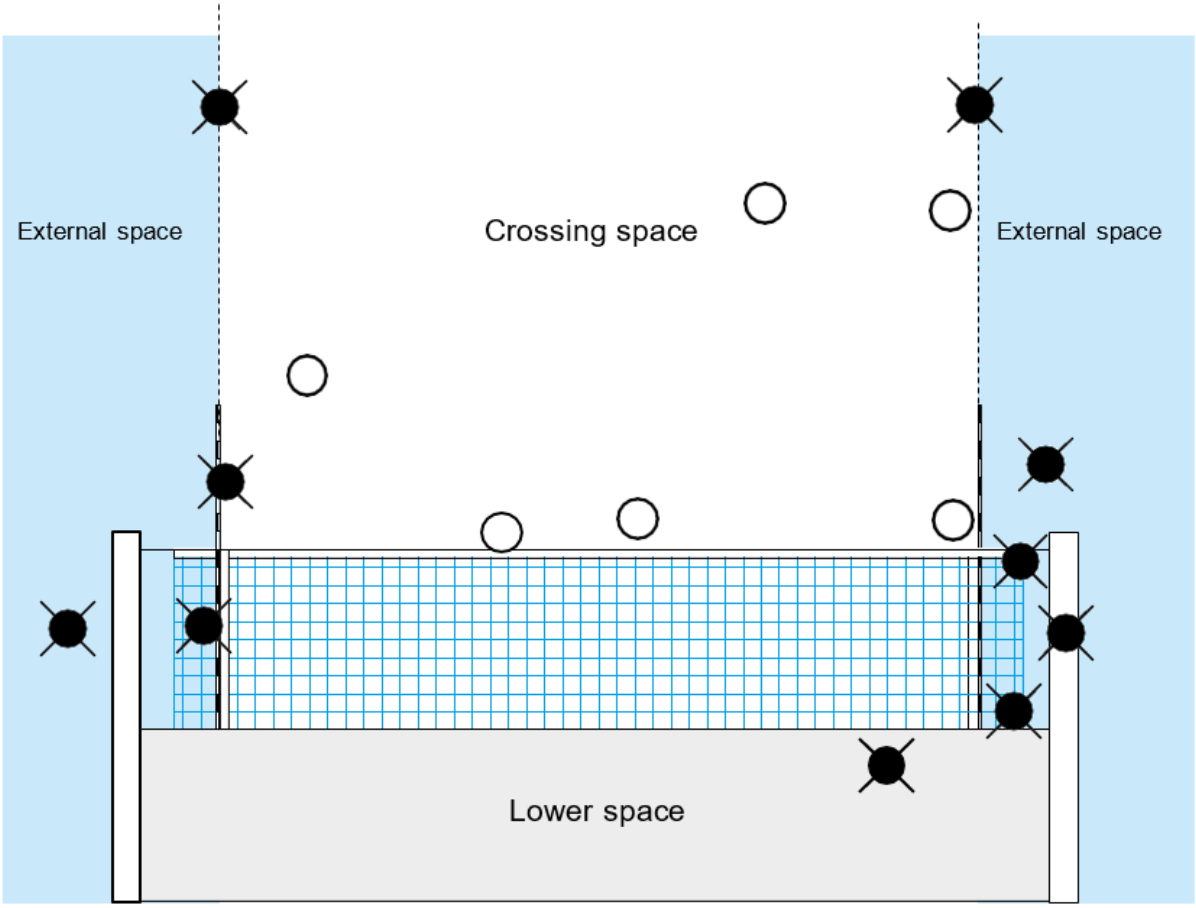
The net may be adjusted according 2.1 above.



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4. BALL CROSSING THE VERTICAL PLANE OF THE NET TO THE OPPONENT COURT

Relevant Rules: 8.4.3, 8.4.4, 8.4.5, 10.1.1, 23.3.2.4, 26.2.1.3, 26.2.1.7



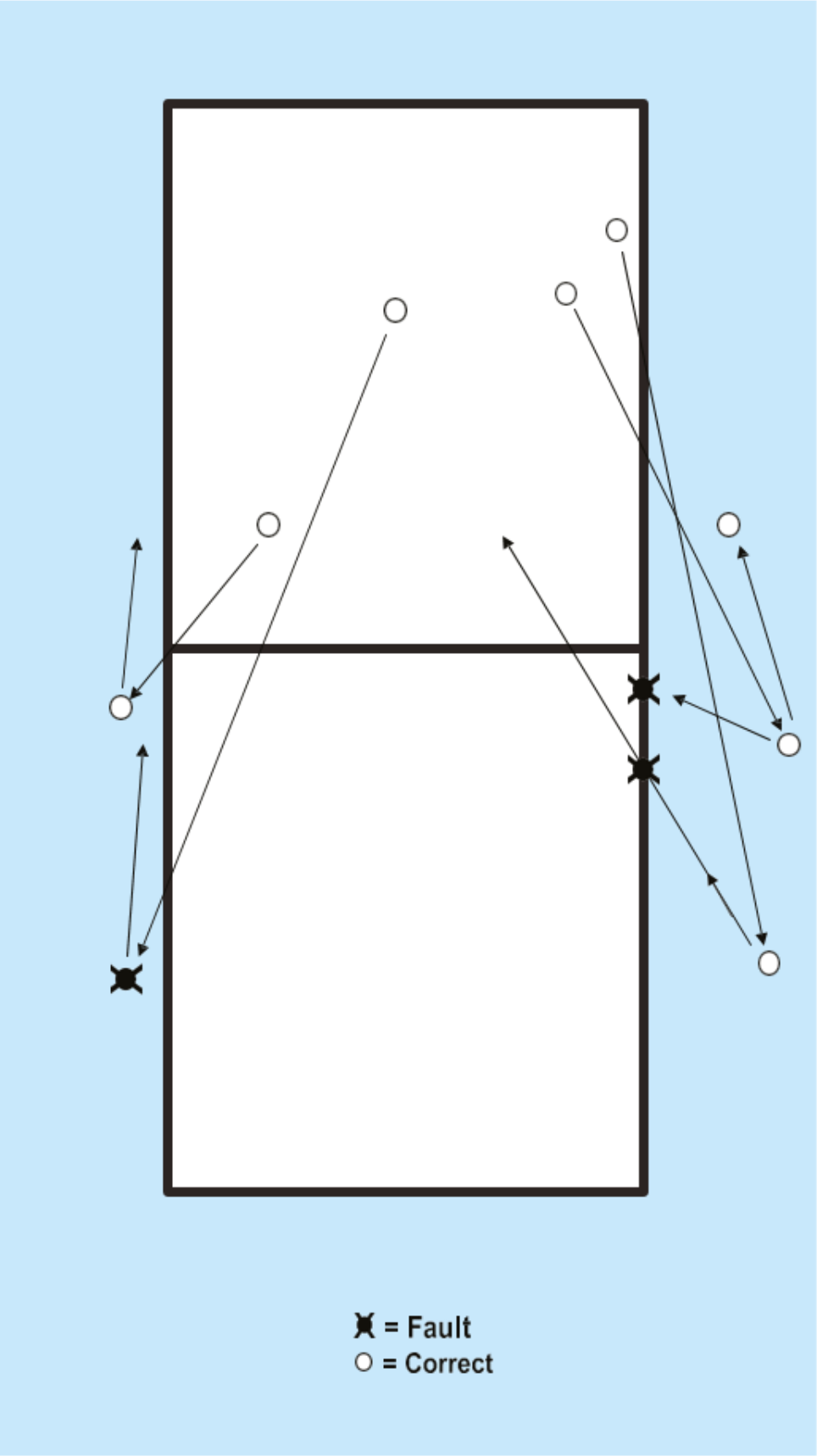
= Fault

= Correct crossing

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5. BALL CROSSING THE VERTICAL PLANE OF THE NET TO THE OPPONENT FREE ZONE

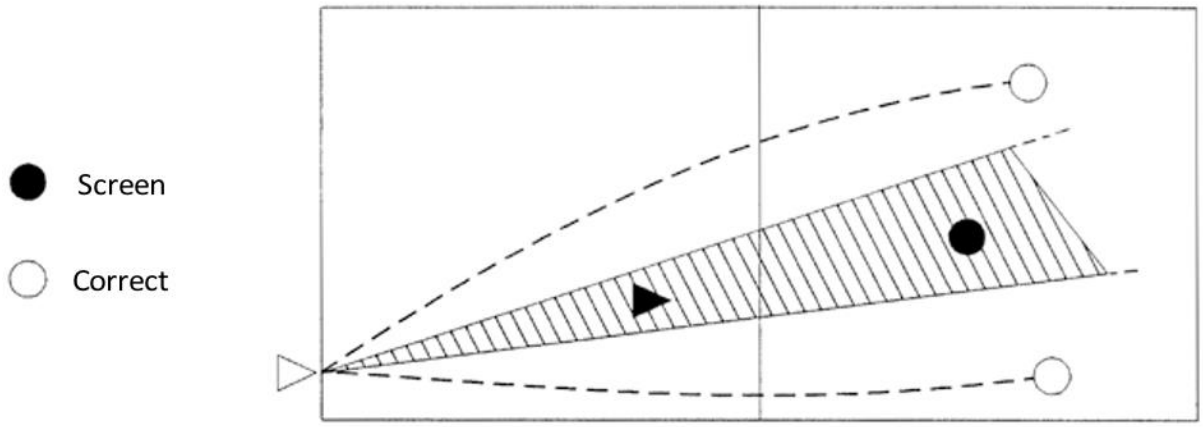
Relevant Rules: 10.1.2, 10.1.2.1



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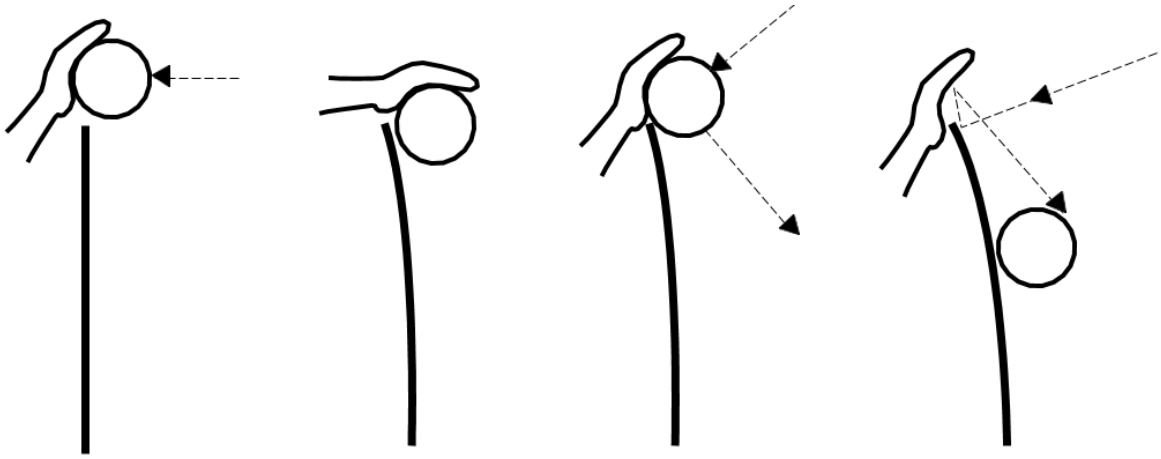
6. SCREEN

Relevant Rules: 12.5.1, 12.5.2, 12.6.2.3, 22.3.2.3



7. COMPLETED BLOCK

Relevant Rule: 14.1.3



Ball above the net

Ball lower than the top of the net

Ball touches the net

Ball bounces off the net

8. DETERRENTS AND SANCTIONS

Note: The application of the yellow card is not a sanction. Sanctions are shown in the table below:

8.1 SANCTIONS SCALE AND CONSEQUENCES

Relevant Rules: 20.3, 20.4, 20.5

CATEGORIES	SANCTION	CARDS	CONSEQUENCE
MISCONDUCT	Warning	Yellow	Warning for the team
RUDE CONDUCT	Penalty	Red	A point and service to the opponent
OFFENSIVE CONDUCT	Expulsion	Red + yellow jointly	Player is expelled – End of the set
AGGRESSION	Disqualification	Red + yellow separately	Player is disqualified – End of the match

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

8.2 DELAY SANCTIONS SCALE AND CONSEQUENCES

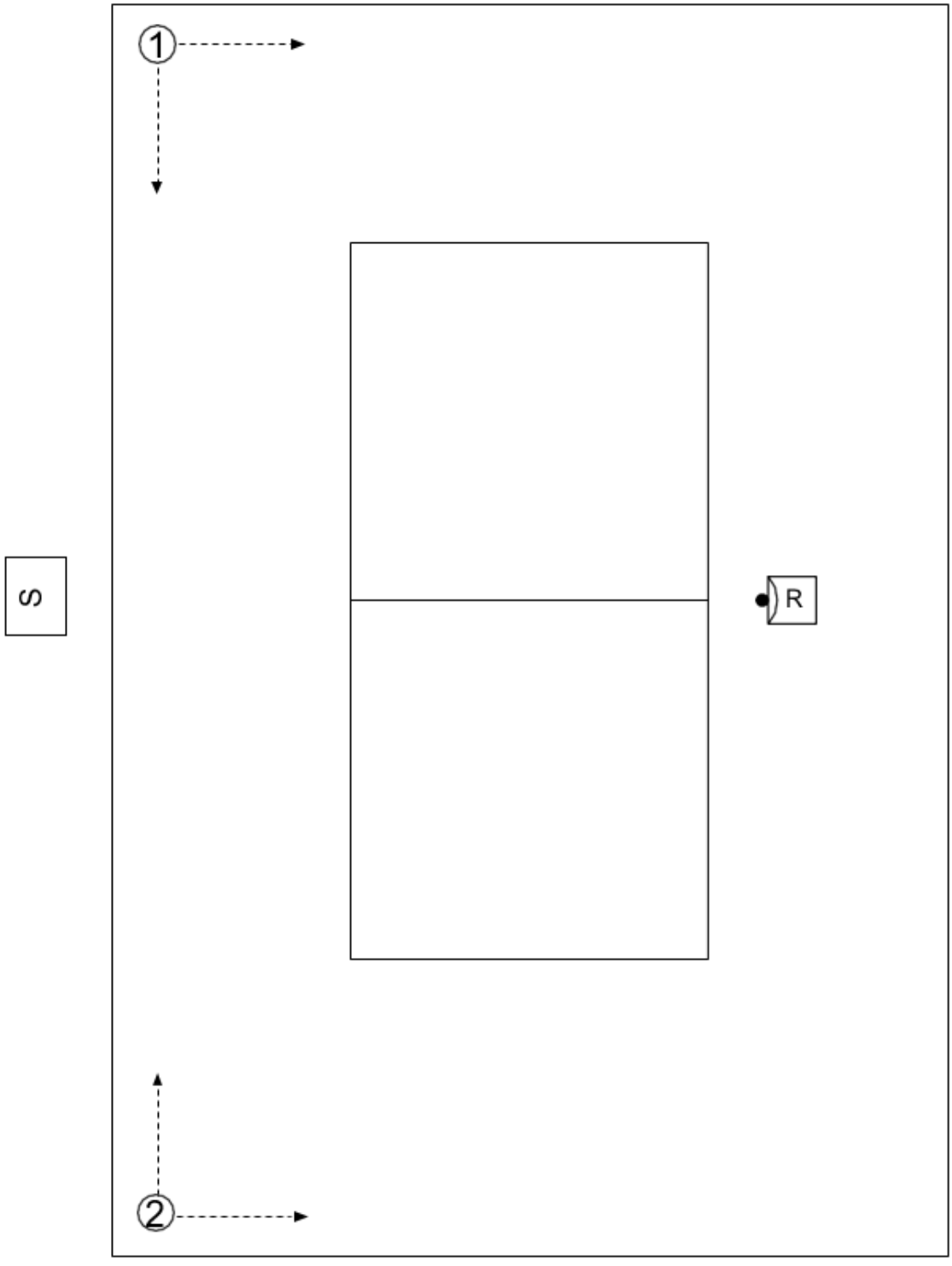
Relevant Rules: 16.2.2, 16.2.3

CATEGORIES	OCCURRENCE	OFFENDER	DETERRENT or SANCTION	CARDS	CONSEQUENCE
DELAY	**First**	Any member of the team	Delay Warning	Hand signal No. 25 with Yellow card	Prevention – no penalty
	Second and subsequent	Any member of the team	Delay Penalty	Hand signal No. 25 with Red card	A point and service to the opponent

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9. LOCATION OF REFEREEING CORPS AND THEIR ASSISTANTS

Relevant Rules: 3.3, 21.1, 22.1, 23.1, 24.1, 25.1, 26.1



R = FirstReferee
S = Scorer
1 = Ball Retrievers (numbers 1-2)

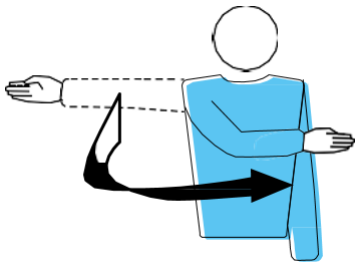
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10. REFEREES' OFFICIAL HAND SIGNALS

10.1 AUTHORISATION TO SERVE

Relevant Rules: 12.3, 21.2.1.1

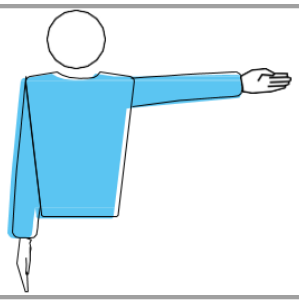
Move the hand to indicate direction of service



10.2 TEAM TO SERVE

Relevant Rules: 12.3, 21.2.3.1a, 21.2.3.2c, 21.2.3.3c

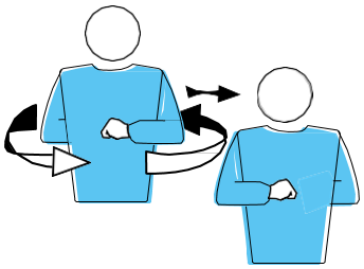
Extend the arm to the side of team that will serve



10.3 CHANGE OF COURTS

Relevant Rules: 18.2, 23.2.5

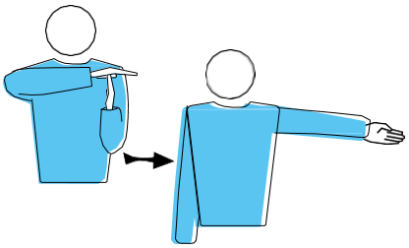
Raise the forearms front and back and twist them around the body



10.4 TIME-OUT

Relevant Rules: 15, 23.2.5

Place the palm of one hand over the fingers of the other, held vertically (forming a T) and then indicate the requesting team



10.5 MISCONDUCT WARNING

Relevant Rules: 20.1, 20.5

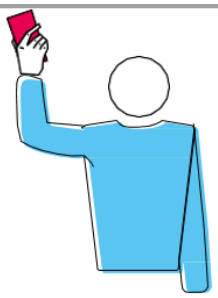
Show a yellow card for warning



10.6 MISCONDUCT PENALTY

Relevant Rules: 20.3.1, 20.5

Show a red card for penalty



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10.7 EXPULSION

Relevant Rules: 20.3.2, 20.5

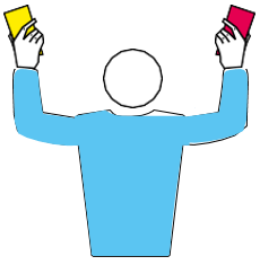
Show both cards jointly for expulsion



10.8 DISQUALIFICATION

Relevant Rules: 20.3.3, 20.5

Show red and yellow cards separately for disqualification



10.9 END OF SET (OR MATCH)

Relevant Rules: 6.2, 6.3

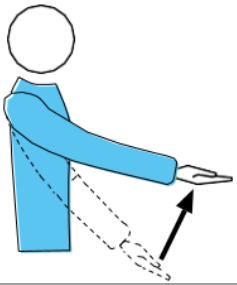
Cross the forearms in front of the chest, hands open



10.10 BALL NOT TOSSED OR RELEASED AT THE SERVICE HIT

Relevant Rule: 12.4.1

Lift the extended arm, the palm of the hand facing upwards



10.11 DELAY IN SERVICE

Relevant Rule: 12.4.4

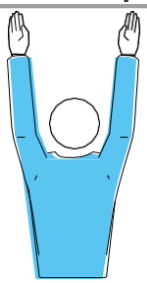
Raise five fingers, spread open



10.12 BLOCKING FAULT OR SCRENEING

Relevant Rules: 12.5, 14.5, 14.6.3

Raise both arms vertically, palms forward



10.13 POSITIONAL OR ROTATIONAL FAULT

Relevant Rules: 7.7.1, 12.6.1.1

Make a circular motion with the forefinger

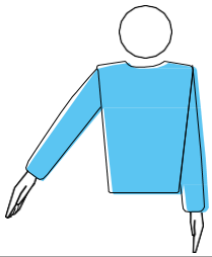


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10.14 BALL “IN”

Relevant Rules: 6.1.1.1, 8.3

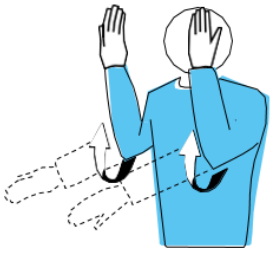
Point the arm and fingers toward the floor



10.15 BALL “OUT”

Relevant Rules: 8.4.1, 8.4.2, 8.4.3, 8.4.4, 12.6.2.2, 13.2.2

Raise the forearms vertically, hands open, palms towards the body



10.16 CATCH

Relevant Rules: 6.1.2, 9.3.3, 22.3.2.3b

Slowly lift the forearm, palm of the hand facing upwards



10.17 DOUBLE CONTACT

Relevant Rules: 6.1.2, 9.1.1, 9.3.4, 22.3.2.3b

Raise two fingers, spread open



10.18 FOUR HITS

Relevant Rules: 9.3.1

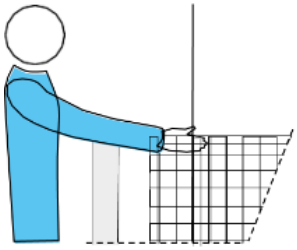
Raise four fingers, spread open



10.19 NET TOUCHED BY PLAYER - SERVED BALL FAILS TO PASS TO THE OPPONENT THROUGH CROSSING SPACE

Relevant Rules: 12.6.2.1

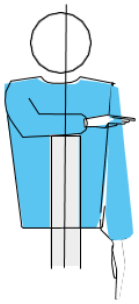
Indicate the relevant side of the net with the corresponding hand



10.20 REACHING BEYOND THE NET

Relevant Rules: 11.4.1, 13.2.1

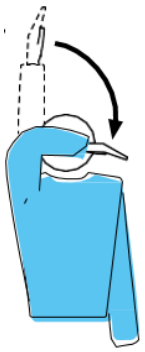
Place a hand above the net, palm facing downwards



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10.21 ATTACK HIT FAULT

– by a player who completes an attack-hit using an open-handed finger action, or if using finger tips that are not rigid and together.
– by a player who completes an attack hit on the opponent's service, when the ball is entirely higher than the top of the net.
– by a player who completes an attack-hit using an overhand pass which has a trajectory not perpendicular to the line of the shoulders, except when he/she is attempting to set to his or her teammate.



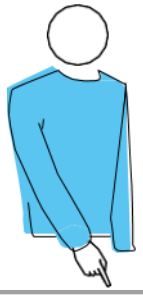
Relevant Rules: 13.2.3, 13.2.4, 13.2.5

Make a downward motion with the forearm, hand open

10.22 INTERFERENCE DUE TO PENETRATION INTO THE OPPONENT'S COURT AND SPACE UNDER THE NET BALL CROSSES COMPLETELY THE LOWER SPACE UNDER THE NET THE SERVER TOUCHES THE COURT (THE END LINE INCLUDED) OR THE GROUND OUTSIDE THE SERVICE ZONE UNLESS FOR THE SERVER, THE PLAYER STEPS OUTSIDE HIS/HER COURT AT THE MOMENT OF THE SERVICE HIT

Relevant Rules: 8.4.5, 11.2.1, 12.4.3, 23.3.2.1, 23.3.2.6

Point to the court under the net or to the respective line



10.23 DOUBLE FAULT AND REPLAY

Relevant Rules: 6.1.2.2, 12.4.5

Raise both thumbs vertically



10.24 BALL TOUCHED

Relevant Rules: 15.5.5, 16.2.2, 16.2.3

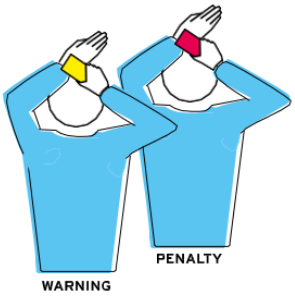
Brush with the palm of one hand the fingers of the other, held vertically



10.25 DELAY WARNING / DELAY PENALTY

Relevant Rules: 15.5.5, 16.2.2, 16.2.3

Cover the wrist with a yellow card (warning) or with a red card (penalty)



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SECTION 4 DEFINITIONS

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/fig 1a.

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.

LOWER SPACE
This is the space defined as 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.

CROSSING SPACE
The crossing space is defined by:

- The horizontal band at the top of the net
- The antennae and their extension
- The ceiling (if any)

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

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

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

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.

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

INTERVAL
The time between sets.

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

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.

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