



OFFICIAL SNOW VOLLEYBALL RULES 2021-2024

To be approved at the FIVB World Congress 2022

Official Snow Volleyball Rules 2021-2024

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To be approved at the FIVB World Congress 2022

To be implemented in all competitions from 1st November 2021

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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 (in addition to the block contact).

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.





PART 1
**PHILOSOPHY OF RULES
AND REFEREEING**

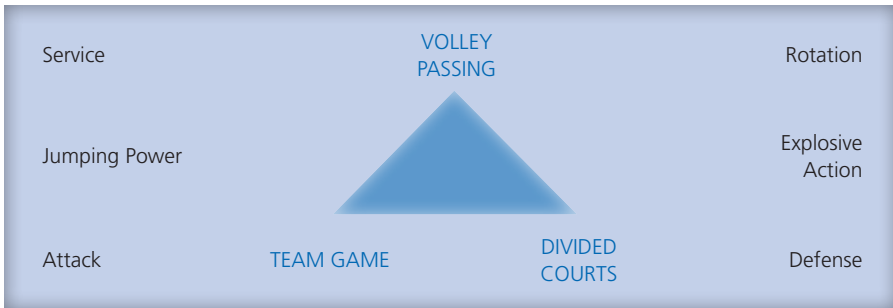


INTRODUCTION

Snow Volleyball demonstrates the fun, passion and universality of the sport of volleyball, which is now accessible all year around, from the summer to the winter, from the beach to the mountains, indoor and outdoor. Volleyball at any time, any place, anywhere.

The FIVB is currently developing Snow Volleyball by teaming up with existing sports events to build awareness of the discipline and create a global movement, built on what has been put in place already in its popularity on Europe and other territories.

The FIVB has recognised Snow Volleyball as one of its disciplines and this will contribute to the growth of the sport at the grassroots and international level.



This text is aimed at a broad Snow Volleyball public – players, referees, spectators, commentators, and others – because an understanding of the rules allows better play and personal satisfaction – coaches can create better team structure and tactics, giving players full rein to display their skills. Additionally, an understanding of the relationship between written rules and actual actions on the court allows officials to make better decisions.

Snow Volleyball is both recreational and competitive. Recreational sport taps into the human spirit and promotes “fun” and healthy life. Competition allows people to exhibit the best of ability, creativity, freedom of expression and fighting spirit. The rules are designed and structured to allow all of these facets to flourish.

This introduction has at first focused on Snow Volleyball as a competitive sport, before setting out to identify the main qualities required for successful refereeing.

FIVB SNOW VOLLEYBALL IS A COMPETITIVE SPORT

Although Snow Volleyball is a young and up-and-coming discipline, it is expected to experience a steady, continuous growth in the years to come.

Snow Volleyball is a sport played by two teams of three players on a playing court (8 x 16m) divided by a net. 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.

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, and the next player moves to serve.

A team involves three players on the court, plus 1 optional substitute should the team wish. Two substitutions per team per set are possible.

In this regard, Snow Volleyball has retained certain distinctive and essential elements. Some of these it shares with other net/ball/racquet games: – Service – Rotation (taking turns to serve) – Attack – Defense – players able to play anywhere on court.

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.

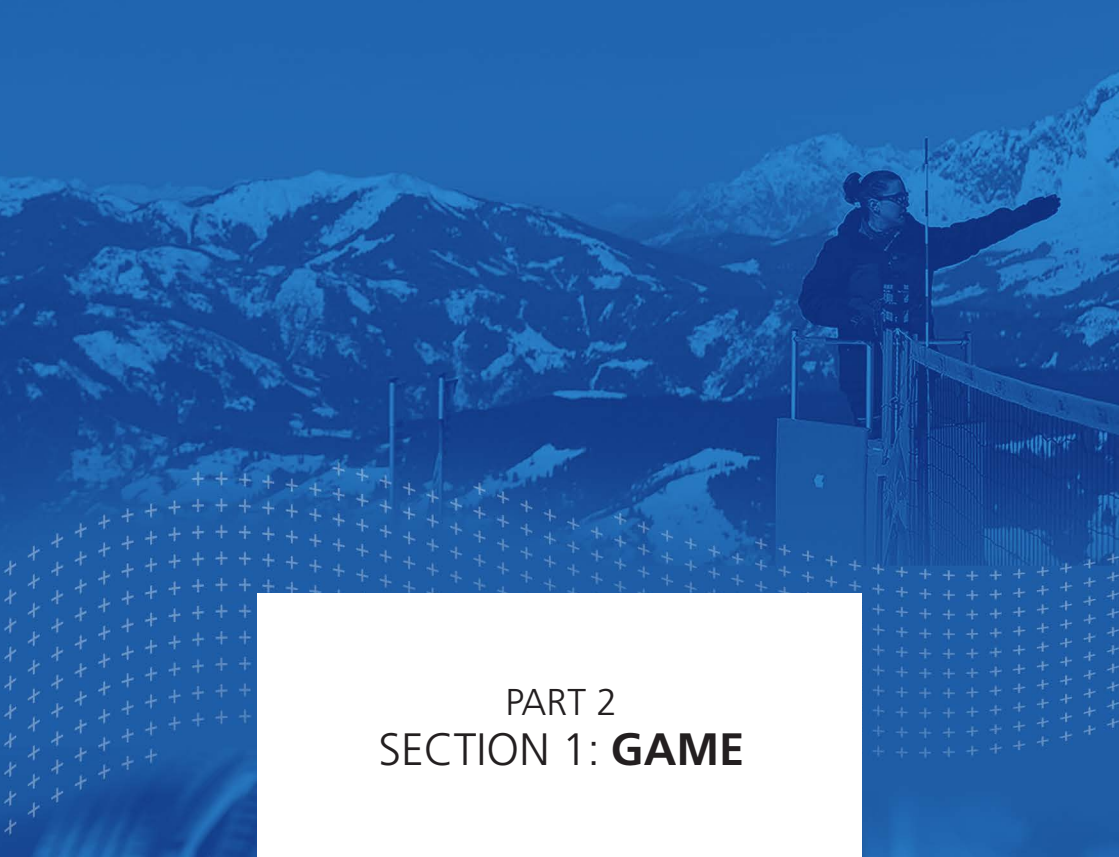
This demands a huge element of trust – the referee must be trusted to allow the players to entertain:

- 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.

Get involved!
Keep the ball flying!
Understand the game!



PART 2
SECTION 1: **GAME**



CHAPTER 1 FACILITIES AND EQUIPMENT

See Rules

1 PLAYING AREA

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

1.1, D1

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 3 m wide on all sides.

D1

The free playing space is the space above the playing area, which is free from all obstructions. The free playing space shall measure a minimum of 7 m in height from the playing surface.

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 represent risks of cuts or injuries to the players.

1.2.2 **For FIVB, World and Official Competitions, the snow must be at least 30 cm deep.**

1.3 LINES ON THE COURT

D2

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 Boundary lines

D2

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.

1.6 LIGHTING

For FIVB, World and Official Competitions, played at night, the lighting on the playing area should be 1,000 to 1,500 lux measured at 1 m above the surface of the playing area.

2 NET AND POSTS**2.1 HEIGHT OF THE NET**

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

Note: The height of the net may be varied 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.

It is made of 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. Each extremity of the upper band has a hole through which passes a cord fastening the upper band to the posts to keep the top of the net stretched taut.

D2

D3

D3

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. **It is permissible to have advertising on the horizontal bands of the net.**

For FIVB, World and Official Competitions, an 8.0 m net with smaller meshes and brandings displayed between the ends of the net and the posts may be used, provided that the visibility of the athletes and officials will be preserved. Publicity may be printed on the above items as per FIVB regulations.

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.

Advertising is permitted on the side bands

D3

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.

D3, D4a

2.5 POSTS

2.5.1 **The posts supporting the net are placed at a distance of 0.70-1.00 m outside each side line. They are 2.55 m high and preferably adjustable.**

For FIVB, World and Official Competitions, the posts supporting the net are placed at a distance of 1 m outside the side lines.

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

D2, D3

3 BALLS

3.1 STANDARDS

The ball shall be spherical, made of a flexible material (leather, synthetic leather, or similar) which does not absorb moisture. The ball has a bladder inside made of rubber or a similar material.

Colour: light uniform colour or a combination of colours.

Circumference: 66 to 68 cm.

Weight: 260 to 280 g.

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 regarding circumference, weight, pressure, type, colour, etc.

FIVB, World and Official Competitions must be played with FIVB approved balls, unless by agreement of FIVB.

3.3 FOUR-BALL SYSTEM

For FIVB, World and Official Competitions, four balls shall be used. In this case, two ball retrievers are stationed one at each corner of the free zone.

3.2

3.1

D7



CHAPTER 2 PARTICIPANTS

See Rules

4 TEAMS

4.1 TEAM COMPOSITION

- 4.1.1 A team consists of three players and, possibly, one substitute player.
- 4.1.2 Only the players recorded on the score sheet may normally enter the Competition/ Control Area and have the right to participate in the official warm up and in the match.
- 4.1.3 One of the players is the team captain who shall be indicated on the score sheet.
- 4.1.4 Players are not allowed to receive external assistance or coaching during a match.

4.2 LOCATION OF THE TEAM

The team's areas (including two chairs each) must be a minimum of 3 m from the side line and no closer than 3 m from the scorer's table.

4.3 EQUIPMENT AND ACCESSORIES

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. Players may wear shorts on top of the long tight pants. 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' jerseys must be numbered from 1 to 4.
 - 4.3.2.1 The number must be placed on the chest and on the back.
 - 4.3.2.2 The number must be of a contrasting colour to the jersey and a minimum of 10 cm in height. The stripe forming the number shall be a minimum of 1.5 cm wide.
 - 4.3.2.3 Compression pads (padded injury protection devices) may be worn for protection or support.

D1

4.4 CHANGE OF EQUIPMENT

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

The first referee may authorize one or more players:

- 4.4.1 to play with jackets or rain jackets,
- 4.4.2 to change wet jerseys and shoes between sets, provided that the new ones also follow tournament and FIVB regulations.

4.3.1, 4.3.2,
4.3.2.1, 4.3.2.2

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.

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 game captain is authorized to speak to the referees 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; if the explanation does not satisfy the captain, the captain must immediately inform the 1st referee of his/her wish to Protest;
 - 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 by any player.
 - 5.1.2.3 to request time-outs.

15.2.1, 15.4.1

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 All players thank the referees and the opponents. The Captain signs the score sheet to ratify the result;

5.1.3.2 If the captain previously requested a Protest Protocol via the 1st referee and this has not been successfully resolved at the time of the occurrence, he/she has the right to confirm it as a formal written protest, recorded on the score sheet at the end of the match.

5.1.2.1



CHAPTER 3 PLAYING FORMAT

See Rules

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.

D8 (12)

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.

D8 (21)

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:

8.1, 8.2

- **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 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).

D8 (9)

6.3 TO WIN THE MATCH

- 6.3.1 The match is won by the team that wins two sets.
- 6.3.2 In the case of a 1-1 tie, the deciding 3rd set is played to 15 points with a minimum lead of 2 points.

D8 (9)

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 0-15, 0-15 for each set.
- 6.4.2 A team that does not appear on the playing court on time is declared in default.
- 6.4.3 A team is considered incomplete if there are less than 3 players registered in the scoresheet, i.e 2 players or 1 player.
- 6.4.4 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.

6.4.1

6.2, 6.3, 7.3.1

7 STRUCTURE OF PLAY

7.1 THE TOSS

Before the official warm up, the 1st 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 will have the choice of 7.1.2.1 or 7.1.2.2.
A new toss will be 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 There must always be 3 players per team in play.

4.1.1

The team's starting line-up indicates the service order of the players. This order must be maintained throughout the set.

- 7.3.2 Before the start of each set, the team captain has to communicate the starting line-up of his/her team to the 2nd referee or scorer.

- 7.3.3 The player who is not in the starting line-up of a set is the substitute for that set.

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

- 7.3.5 Discrepancies between service order and the starting line-up are dealt with as follows:

- 7.3.5.1 when such a discrepancy is discovered before the start of the set, the server must be rectified according to the starting line-up – there will be no sanction.

- 7.3.5.2 when, before the start of the set, any player on court is found not to be registered in the starting line-up of that set, this player must be changed to conform to the starting line-up – there will be no sanction.

- 7.3.5.3 however, if the team captain wishes to keep such non-recorded player on the court, he/she has to request regular substitution(s), by use of the corresponding hand signal, which will then be recorded on the score sheet.

If a discrepancy between service order and the starting line-up is discovered later, the team at fault must revert to the correct service order. The opponent's points remain valid and in addition, they receive a point and the next service. All points scored by the team at fault from the exact moment of the fault up to the discovery of the fault are cancelled.

- 7.3.5.4 Where a player is found to be on court but he/she is not registered on the team roster, the opponent's points remain valid, and in addition, they gain a point and service. The team at fault will lose all points and/or sets (0:15, if necessary) gained from the moment the non-registered player entered the court, and will have to submit a revised starting line-up and send a new registered player into the court, in the position of the non-registered player.

7.4 POSITIONS

At the moment the ball is hit by the server, each team must be positioned 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.

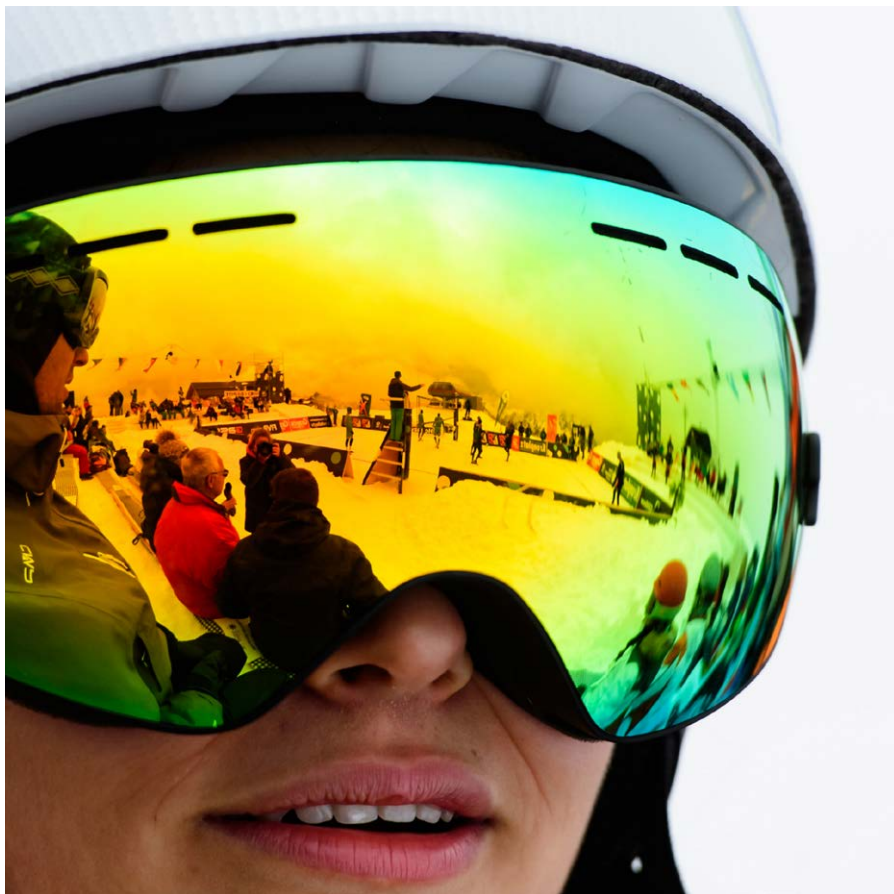
7.5 SERVICE ORDER

- 7.5.1 Service order must be maintained throughout the set (as determined by the team captain immediately following the toss).
- 7.5.2 When the receiving team has gained the right to serve, its players "rotate" one position.

7.6 SERVICE ORDER FAULT

- 7.6.1 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.
- 7.6.2 The scorer(s) must correctly indicate the service order and correct any incorrect server prior to the whistle for service.

7.5.1



CHAPTER 4

PLAYING ACTIONS

See Rules

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 1st referee.

12, 12.3

8.2 BALL OUT OF PLAY

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

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.

D8 (12)

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 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.

1.3.2, D8 (13)

D8 (13)

D3, D8 (13)

D4a

D4a, D8 (13)

9 PLAYING THE BALL

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

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

9.2.2.1, 14.2,
14.4.2, D8 (15)

9.1.2 SIMULTANEOUS CONTACTS

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

When two (or three) teammates touch the ball simultaneously, it is counted as two (or three) 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.

9.1.2.1 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.

14.2

9.1.2.2 If the ball hits the antenna after simultaneous hits by two opponents over the net, the rally should be replayed.

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 team-mate.

9.2 CHARACTERISTICS OF THE HIT

9.2.1 The ball may touch any part of the body.

9.2.2 Simultaneous Contacts:

9.2.1

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: 9.3.4
- 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 fingers 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. 9.1, D8 (16)
- 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. 9.1.3
- 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). D8 (14)
- 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. 9.1.1, 9.2.2.2, D8 (15)

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: D4a
- 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: 9.1, D4b

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. D4b

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 before it passes outside the crossing space, or before it crosses completely the lower space. 10.1.3

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. 9.1

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 the latter's attack hit. 14.1, 14.3

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. 10.1.4

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.** 11.4.3, 22.3.2.3c, D3

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.**

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

D8 (18)

11.3.1, D3

7.1, 7.1.2.3

12.2.2.2 when the receiving team wins the rally, it gains the right to serve and rotates one position clock-wise, before actually serving. The next player in the service order serves.

12.3 AUTHORIZATION OF THE SERVICE

The 1st referee authorizes the service, after having checked that both teams are ready to play and that the server is in possession of the ball. D8 (1)

12.4 EXECUTION OF THE SERVICE

12.4.1 The ball shall be hit with one hand or any part of the arm after being tossed or released from the hand(s). D8 (10)

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. D8 (20)

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 1st referee whistles for service. D8 (11)

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 will be permitted.

12.5 FAULTS MADE DURING THE SERVICE

12.5.1 Serving faults

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

12.5.1.1 violates the service order, 12.2

12.5.1.2 does not execute the service properly. 12.4

12.5.2 Faults after the service hit

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

12.5.2.1 touches a player of the serving team or fails to cross the vertical plane of the net completely through the crossing space; D8 (17)

12.5.2.2 goes "out"; 8.4, D8 (13)

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).

13.2.4, 13.2.5

13.2 FAULTS OF THE ATTACK HIT

- 13.2.1 A player hits the ball within the playing space of the opposing team. 13.1.2, D8 (18)
- 13.2.2 A player hits the ball "out". 8.4, D8 (13)
- 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. D8 (19)
- 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. D8 (19)
- 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. D8 (19)

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.
- 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. D5
- 14.1.4 Collective Block
A collective block is executed by two or three players close to each other, and is completed when one of them touches the ball.

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 contacts may occur with any part of the body.

9.1.1, 9.2.3

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.

13.1.1

14.4 BLOCK AND TEAM HITS

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

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 before the opponent's attack hit.

14.3, D8 (18)

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.

D8 (19)

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

D8 (13)



CHAPTER 5

INTERRUPTIONS, DELAYS AND INTERVALS

See Rules

15 INTERRUPTIONS

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.

D8 (5)

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 must be a completed rally between two separate substitution requests by the same team. (Exception: a forced substitution due to injury or expulsion/disqualification (15.5.2, 15.7, 15.8).

15.3 REQUEST FOR REGULAR GAME INTERRUPTIONS

15.3.1 Regular game interruptions may be requested only by the captain.

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

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**

D8 (4)

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

15.5 SUBSTITUTIONS

- 15.5.1 A substitution is the act by which a player after being recorded by the scorer, enters the game to occupy the position of another player, who 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 captain showing the corresponding hand signal.

15.6 LIMITATION OF SUBSTITUTIONS

- 15.6.1 The maximum number of substitutions per team per set is 2.
- 15.6.2 A player of the starting line-up may leave the game, but only once in a set, and re-enter but only once in a set. He/she can enter to his/her previous position or a different position in the line-up/service order.
- 15.6.3 A substitute player may enter the game in place of a player of the starting line-up, but only once per set, and he/she can be substituted by the same or a different player.

15.7 EXCEPTIONAL SUBSTITUTION

A player who cannot continue playing due to injury or illness, should be substituted legally. If this is not possible, the team is entitled to make an exceptional substitution, beyond the limits of Rule 15.6.

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

An exceptional substitution cannot be counted in any case as a regular substitution, but should be recorded on the score sheet as part of the total of substitutions in the set and the match.

15.8 SUBSTITUTION FOR EXPULSION OR DISQUALIFICATION

An expelled or disqualified player must be substituted immediately through a legal substitution. If this is not possible, the team has the right to do an exceptional substitution. If this is not possible, the team is declared incomplete.

15.9 ILLEGAL SUBSTITUTION

- 15.9.1 A substitution is illegal, if it exceeds the limitations indicated in Rule 15.6 (except the case of Rule 15.7), or an unregistered player is involved.
- 15.9.2 When a team has made an illegal substitution and the play has been resumed the following procedure shall apply, in sequence.

- 15.9.2.1 the team is penalized with a point and service to the opponent
- 15.9.2.2 the substitution must be rectified.
- 15.9.2.3 the points scored by the team at fault since the fault was committed are cancelled; the opponent's points remain valid.

15.10 SUBSTITUTION PROCEDURE

- 15.10.1 The actual request for substitution starts with the substitution hand signal from the captain to the 1st or 2nd referee. D8 (5)
- 15.10.2 if the player is not ready, the substitution is not granted and the team is sanctioned for a delay.
- 15.10.3 The request for substitution is acknowledged and announced by the 1st or 2nd referee by use of the whistle. The 1st or 2nd referee authorises the substitution.
- 15.10.4 A substitution shall take place on the side-line in front of the scorer table and shall only last the time needed for recording the substitution on the score sheet, and allowing entry and exit of the players.

15.11 IMPROPER REQUESTS

- 15.11.1 It is improper to request any regular game interruption: 15.1
 - 15.11.1.1 during a rally or at the moment of, or after the whistle to serve,
 - 15.11.1.2 by a non-authorized team member, 5.1.2.3, 15.3.1, 15.10.1
 - 15.11.1.3 for a second substitution by the same team during the same interruption (i.e. before the end of next completed rally), except in the case of injury/illness of a player in play,
 - 15.11.1.4 after having exhausted the authorized time-outs and substitutions.
- 15.11.2 Any improper request that does not affect or delay the game must be rejected without any sanction unless repeated in the same match.
- 15.11.3 Any further improper request in the same match by the same team constitutes a delay.

16 GAME DELAYS

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 requesting an illegal substitution;
- 16.1.4 repeating an improper request;
- 16.1.5 delaying the game (15 seconds shall be the maximum time from the end of a rally to the whistle for service under normal playing conditions) by a team member.

16.2 DELAY SANCTIONS

- 16.2.1 *"Delay penalty"* is a team sanction.
 - 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.

D8 (23), D6b

D8 (23), D6b

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 If an injured/ill player cannot be substituted legally or exceptionally, the player is given a 3-minute recovery time, but not more than once for the same player in the match. In the absence of a doctor, the 1st referee is entitled to start the 3 minutes.

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

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 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, the match is resumed with the score acquired, regardless of whether it continues on the same playing court or another playing court.
- 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/SWITCHES

18.1 INTERVALS

- 18.1.1 An interval is the time between sets. All intervals last one minute.
- 18.1.2 During this period of time, the change of courts and line-up registration of the teams on the score sheet are made. D8 (3)
- 18.1.3 During the interval before a deciding set, the 1st or 2nd referee carry out a toss in accordance with Rule 7.1.

18.2 COURT SWITCHES

- 18.2.1 The teams switch after every 5 points in all sets. D8 (3)
- 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

See Rules

19 REQUIREMENTS OF CONDUCT

19.1 SPORTSMANLIKE CONDUCT

19.1.1 Participants must know the "Official 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.

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.

5.1.2.1

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 1st referee's duty to prevent the teams from approaching the sanctioning level.

5.1.2

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.

D8 (6a)

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.

D6a

- 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 1st 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.**

D6a

20.3.1 Penalty

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

D8 (6b)

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/exceptionally and immediately if on court and must remain seated in the Team Zone with no other consequences.

6.4.3, 7.3.1,
D8 (7)

- 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/exceptionally and immediately if on court and must leave the playing area for the rest of the match with no other consequences. The first physical attack or implied or threatened aggression is sanctioned by disqualification with no other consequences.

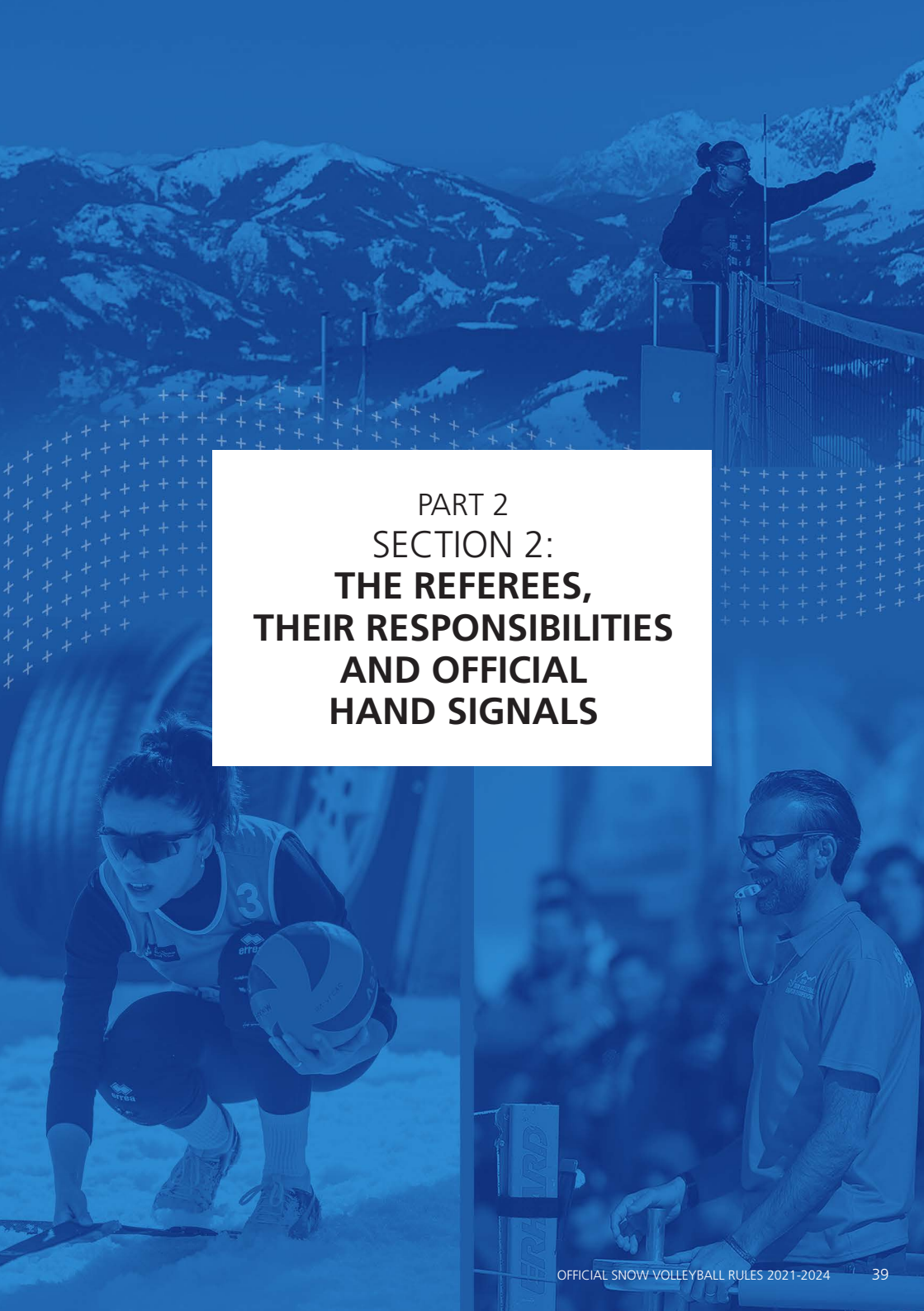
6.4.3, 7.3.1,
D6a, D8 (8)

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

- 20.3.3.3 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	
20.4.1	All misconduct sanctions are individual sanctions, remain in force for the entire match and are recorded on the score sheet.	D6a
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 conduct or 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 20.3 and the sanction is applied in the following set.	D6a
20.6	SUMMARY OF MISCONDUCT AND CARDS USED	D8 (6a, 6b, 7, 8)
	Warning: no sanction – Stage 1: verbal warning Stage 2: symbol Yellow card	20.1
	Penalty: sanction – symbol Red card	20.3.1, D6a
	Expulsion: sanction – symbol Red + Yellow cards jointly	20.3.2, D6a
	Disqualification: sanction – symbol Red + Yellow card separately	20.3.3, D6a





PART 2
SECTION 2:
**THE REFEREES,
THEIR RESPONSIBILITIES
AND OFFICIAL
HAND SIGNALS**

CHAPTER 7 REFEREES

See Rules

21 REFEREEING TEAM AND PROCEDURES

21.1 COMPOSITION

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

- a. the 1st referee,
- b. the 2nd referee (if any),
- c. the scorer.

Their location is shown in the Diagram 7.

21.2 PROCEDURES

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

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

D8 (1)

21.2.1.2 the 1st or 2nd 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 blows the 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).

D8 (2)

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

D8 (2)

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.

21.2.3.3 In the case of a double fault both referees indicate in order:

- a) the nature of the fault,
- b) the players at fault (if necessary),

The team to serve next is then indicated by the 1st referee.

D8 (2)

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.

D1, D7

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 team 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 team, if it is noticed that they are mistaken.

He/she may even replace a member of the refereeing team 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 shall not permit any discussion about his/her decisions.

However, at the request of the captain, the 1st referee will give an explanation on the application or interpretation of the rules upon which he/she has based his/her 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 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;
 - b) the faults in playing the ball;
 - c) the faults above the net, and the faulty contact of the player with the net, primarily on the attacker's side;
 - d) the ball crossing completely the lower space under the net;
 - e) the ball that crosses the net totally or partly outside of the crossing space to the opponent's court or contacts the antenna on his/her side of the court;
 - f) the served ball and 3rd hit passing over or outside the antenna on his/her side of the court.
- 22.3.3 At the end of the match, he/she checks the score sheet and signs it.

D8 (13)

23 **2nd REFEREE** (if not assigned – authority and responsibilities to be taken over by the 1st 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.

D1, D7

23.2 AUTHORITY

23.2.1 The 2nd referee is the assistant of the 1st referee, but has also his/her own range of jurisdiction.

23.3

Should the 1st referee become unable to continue his/her work, the 2nd referee may replace him/her.

23.2.2 He/she may, without whistling, also signal faults outside his/her range of jurisdiction, but must 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 controls the players in the warm-up areas.

- 23.2.5 He/she authorizes the regular game interruptions, controls their duration and rejects improper requests.
- 23.2.6 He/she controls the number of time-outs and substitutions used by each team and reports the 2nd substitution to the 1st referee and the captain concerned.
- 23.2.7 In the case of an injury of a player, he/she authorizes an exceptional substitution or grants a 3-minute recovery time. 17.1.2
- 23.2.8 He/she checks the snow condition. He/she also checks, during the match, that the balls still fulfil the regulations.

23.3 RESPONSIBILITIES

- 23.3.1 At the start of each set, at the change of courts in the deciding set and whenever necessary, the 2nd referee checks that the service order correspond to the starting line-up.
- 23.3.2 During the match, the 2nd referee decides, whistles and signals:
- 23.3.2.1 interference due to penetration into the opponent's court and the space under the net; 11.2, D8 (20)
- 23.3.2.2 the faulty contact of the player with the net primarily on the blocker's side and with the antenna on his/her side of the court;
- 23.3.2.3 the contact of the ball with an outside object; 8.4.2, 8.4.3, D8 (13)
- 23.3.2.4 the contact of the ball with the snow when the 1st referee is not in position to see the contact; D8 (12)
- 23.3.2.5 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; D3, D4a
- 23.3.2.6 the served ball and the 3rd hit passing over or outside the antenna on his/ her side of the court. D8 (13)
- 23.3.3 At the end of the match, he/she checks and signs the score sheet.

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. D1, D7

24.2 RESPONSIBILITIES

The scorer fills in the score sheet according to the Rules, cooperating with the 1st or 2nd referee.

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

24.2.1 Prior to the match and set, the scorer:

24.2.1.1 registers the data of the match and teams, according to procedures in force and obtains the signatures of the captains;

24.2.1.2 records the starting line-up of each team from the line-up sheet.

If he/she fails to receive the line-up sheets on time, he/she immediately notifies this fact to the 1st or 2nd referee.

24.2.2 During the match, the scorer:

24.2.2.1 Operates the manual scoreboard on the scorers' table ;

24.2.2.2 records the points scored;

24.2.2.3 controls the serving order of each team and indicates any error before the service hit;

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

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

24.2.2.6 records misconduct warnings, sanctions and improper requests;

24.2.2.7 records all other events as instructed by the 1st or 2nd referee, i.e. exceptional substitutions, recovery time, prolonged interruptions, external interference, etc.;

24.2.2.8 controls the interval between sets:

24.2.3 At the end of the match, the scorer;

24.2.3.1 records the final result;

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

24.2.3.3 signs the score sheet, before he/she obtains the signatures of the team captains and then the referees.

15.5

5.1.2.1, 5.1.3.2

25 OFFICIAL SIGNALS

25.1 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.

D8



PART 2
SECTION 3:
DIAGRAMS



DIAGRAM 1: THE PLAYING AREA

Relevant Rules: 1, 4.2, 22.1, 23.1, 24.1

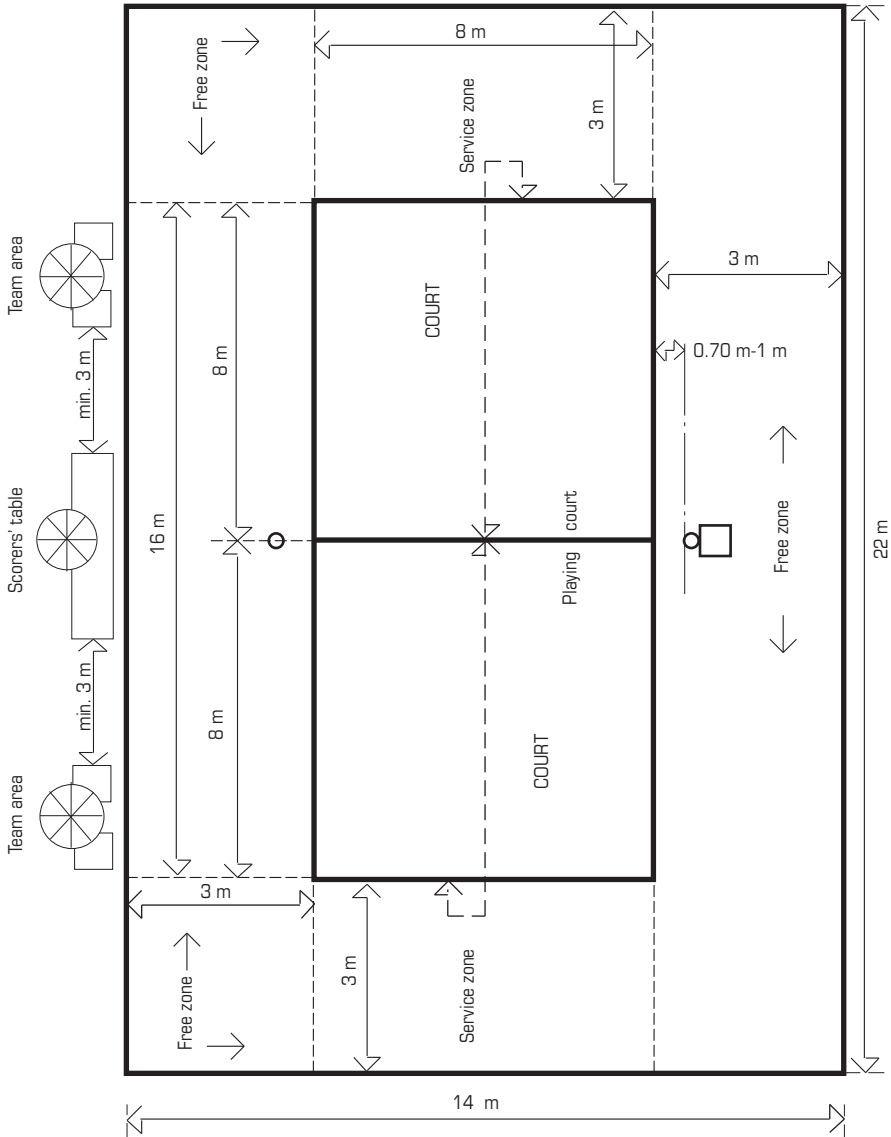


DIAGRAM 2: THE PLAYING COURT

Relevant Rules: 1.1, 1.3, 2.5

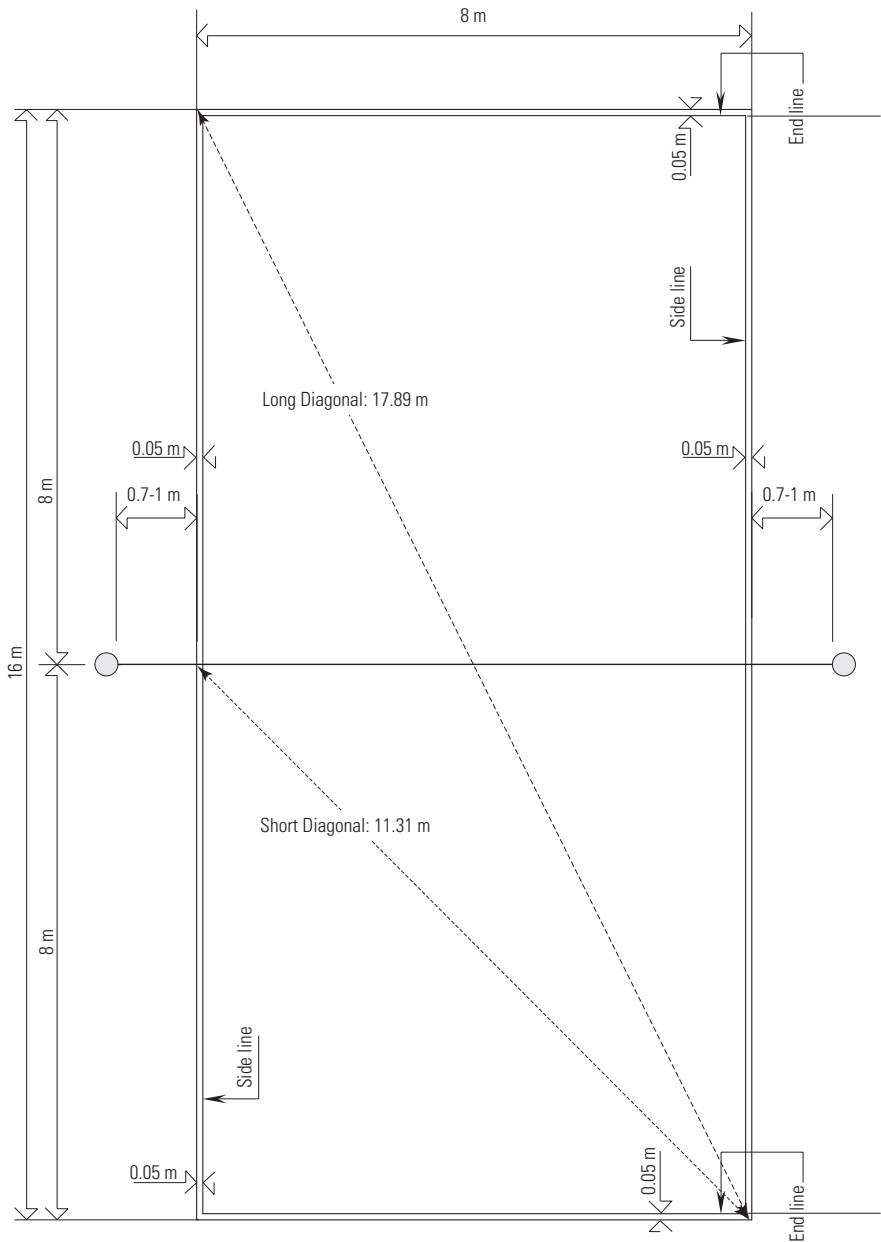
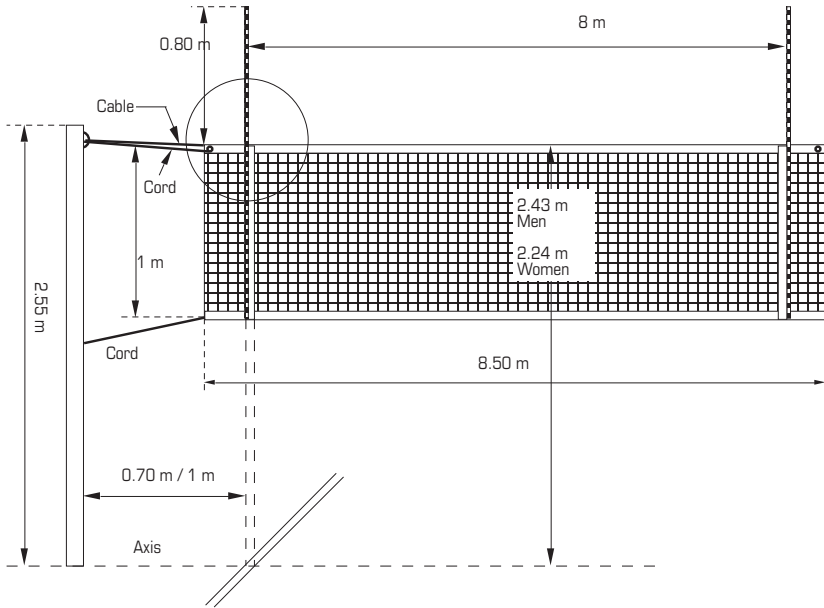


DIAGRAM 3: DESIGN OF THE NET

Relevant Rules: 2, 8.4.3



For FIVB, World and Official Competitions, the net should be adjusted according to 2.1 above.

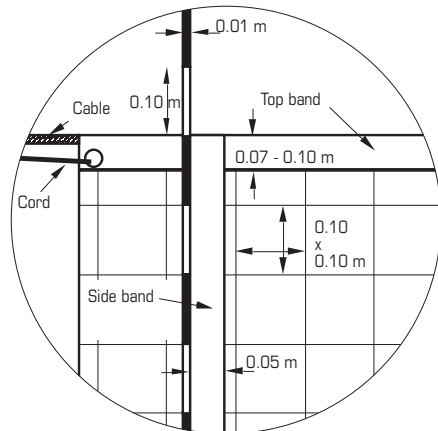
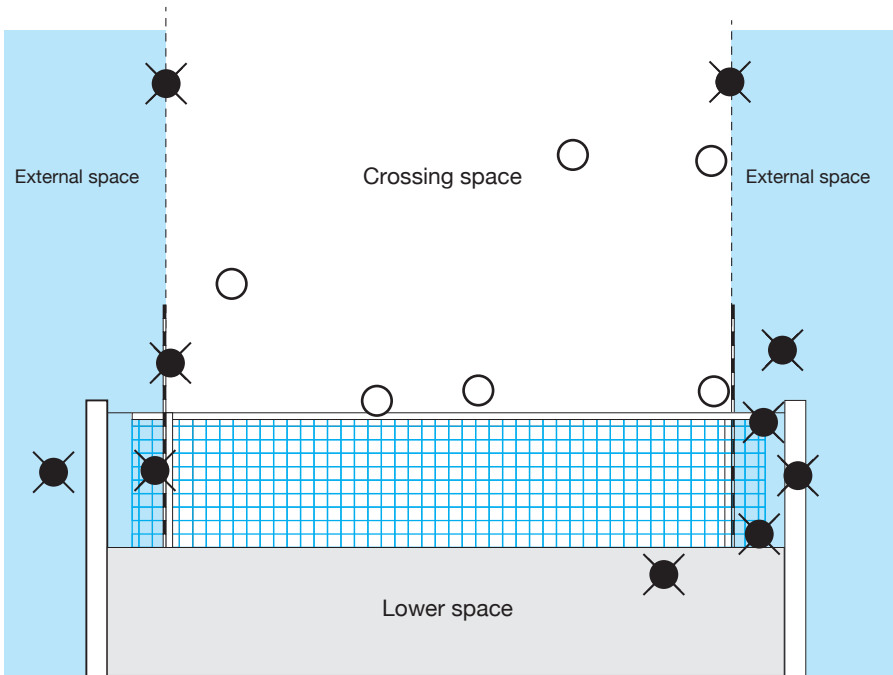


DIAGRAM 4a: BALL CROSSING THE VERTICAL PLANE OF THE NET TO THE OPPONENT COURT

Relevant Rules: 8.4.3, 8.4.4, 8.4.5, 10.1.1, 23.3.2.5, 23.3.2.6



- ⊗ = Fault
- = Correct crossing

DIAGRAM 4b: BALL CROSSING THE VERTICAL PLANE OF THE NET TO THE OPPONENT FREE ZONE

Relevant Rules: 10.1.2, 10.1.2.1

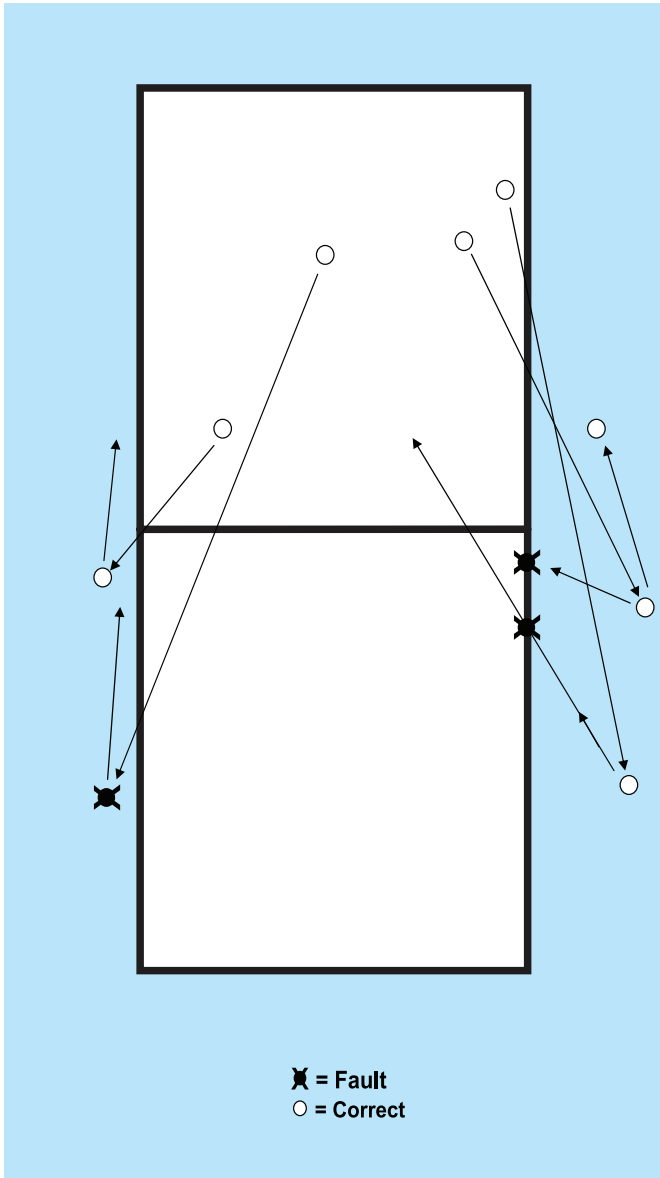
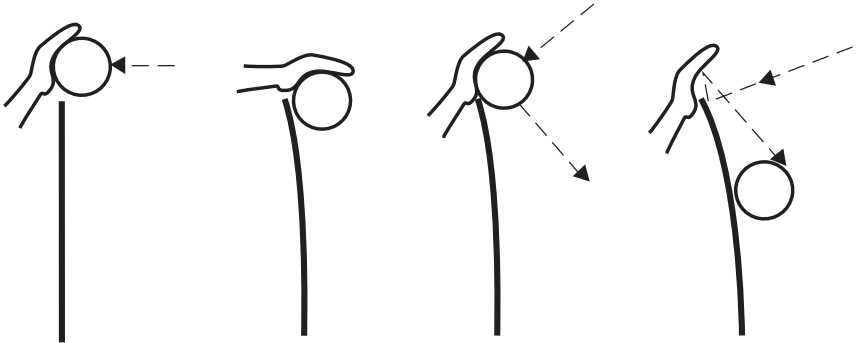


DIAGRAM 5: COMPLETED BLOCK

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



DIAGRAM 6: DETERRENTS AND SANCTIONS

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

6a: MISCONDUCT WARNING AND SANCTIONS SCALE AND THEIR CONSEQUENCES

Relevant Rules: 20.3, 20.4, 20.5

CATEGORIES	OCCURRENCE	OFFENDER	SANCTION	CARDS	CONSEQUENCE
MINOR MISCONDUCT	Stage 1	Any member	Not considered as sanction	None	Prevention only
	Stage 2			Yellow	
	repetition any time	Any member	Considered as rude conduct	Red	A point and service to the opponent
RUDE CONDUCT	First	Any member	Penalty	Red	A point and service to the opponent
	Second	Same member	Expulsion	Red + Yellow jointly	Team member must go to his/her Team Zone for the remainder of the set
	Third	Same member	Disqualification	Red + Yellow separately	Team member must go to the team's dressing room for the remainder of the match
OFFENSIVE CONDUCT	First	Any member	Expulsion	Red + Yellow jointly	Team member must go to his/her Team Zone for the remainder of the set
	Second	Same member	Disqualification	Red + Yellow separately	Team member must go to the team's dressing room for the remainder of the match
AGGRESSION	First	Any member	Disqualification	Red + Yellow separately	Team member must go to the team's dressing room for the remainder of the match

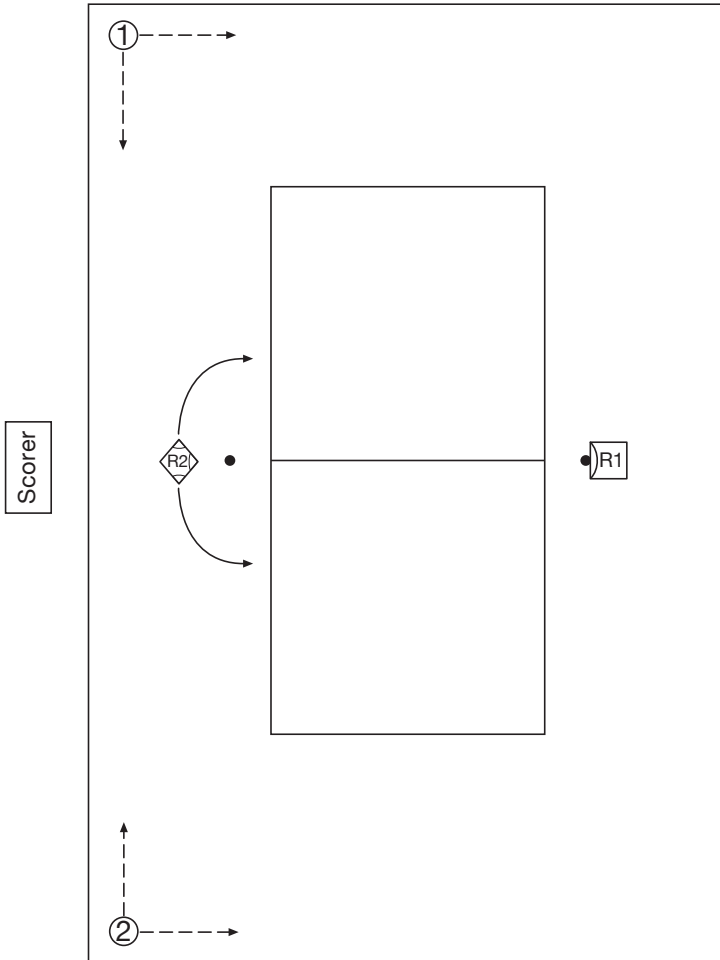
6b: DELAY SANCTIONS SCALE AND CONSEQUENCES

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

DIAGRAM 7: LOCATION OF REFEREEING TEAM AND THEIR ASSISTANTS

Relevant Rules: 21.1, 22.1, 23.1, 24.1



- R1 = First Referee
- ◆ R2 = Second Referee
- Scorer = Scorer/Assistant Scorer
- ① = Ball Retrievers (numbers 1-2)

DIAGRAM 8: REFEREES' OFFICIAL HAND SIGNALS

Legend:



Referee(s) who must show the signal according to their regular responsibilities

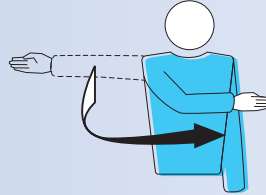


Referee(s) who show the signal in special situations

1 AUTHORISATION TO SERVE

Relevant Rules: 12.3, 21.2.1.1

Move the hand to indicate direction of service

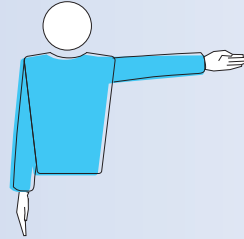


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2 TEAM TO SERVE

Relevant Rules: 21.2.3.1, 21.2.3.2

Extend the arm to the side of team that will serve

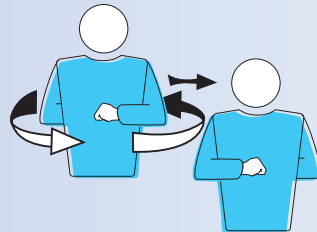


F S

3 CHANGE OF COURTS

Relevant Rules: 18.2

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

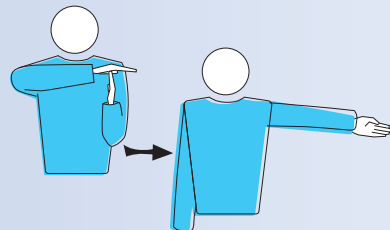


F S

4 TIME-OUT

Relevant Rules: 15.4.1

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



F S

5 SUBSTITUTION

Relevant Rules: 15.5.1, 15.5.2, 15.8

Circular motion of the forearms around each other



F S

6a MISCONDUCT WARNING

Relevant Rules: 20.1ii, 20.6

Show a yellow card for warning



F

6b MISCONDUCT PENALTY

Relevant Rules: 20.3.1, 20.6, 22.3.2.2

Show a red card for penalty



F

7 EXPULSION

Relevant Rules: 20.3.2, 20.6, 22.3.2.2

Show both cards jointly for expulsion

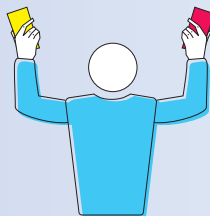


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8 DISQUALIFICATION

Relevant Rules: 20.3.3, 20.6, 22.3.2.2

Show red and yellow cards separately for disqualification



F

9 END OF SET (OR MATCH)

Relevant Rules: 6.2, 6.3

Cross the forearms in front of the chest, hands open

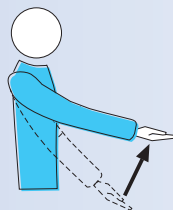


F S

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

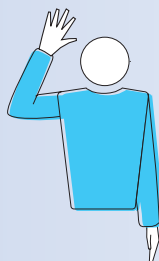


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11 DELAY IN SERVICE

Relevant Rule: 12.4.4

Raise five fingers, spread open



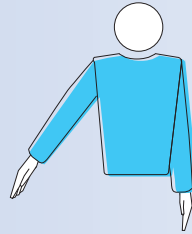
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12 BALL "IN"

Relevant Rules: 8.3, 23.3.2.4

Point the arm and fingers toward the floor

F S

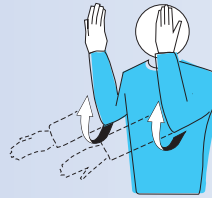


13 BALL "OUT"

Relevant Rules: 8.4.1, 8.4.2, 8.4.3, 8.4.4, 23.3.2.3, 23.3.2.5

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

F S



14 CATCH

Relevant Rules: 9.2.2.3, 9.3.3, 22.3.2.3b

Slowly lift the forearm, palm of the hand facing upwards

F

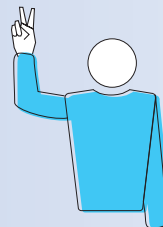


15 DOUBLE CONTACT

Relevant Rules: 9.3.4, 22.3.2.3b

Raise two fingers, spread open

F



16 FOUR HITS

Relevant Rule: 9.3.1, 22.3.2.3b

Raise four fingers, spread open

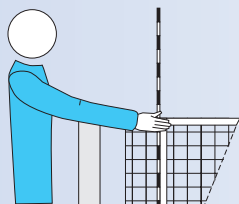


F

17 NET TOUCHED BY PLAYER – SERVED BALL TOUCHES THE NET BETWEEN THE ANTENNAE AND DOES NOT PASS THE VERTICAL PLANE OF THE NET

Relevant Rules: 11.4.3, 12.5.2.1, 22.3.2.3c

Indicate the relevant side of the net with the corresponding hand

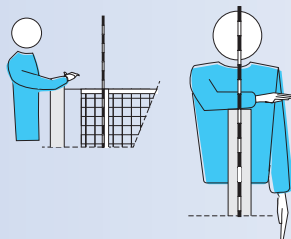


F S

18 REACHING BEYOND THE NET

Relevant Rules: 11.4.1, 14.3, 14.6.1, 22.3.2.3c

Place a hand above the net, palm facing downwards



F

19 ATTACK HIT FAULT

Relevant Rule:

- attack hit on the opponent's service:
13.2.4

Make a downward motion with the forearm, hand open



F S

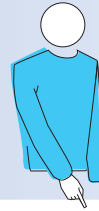
20 FAULTY PENETRATION INTO THE OPPONENT COURT

BALL CROSSING THE LOWER SPACE OR
THE SERVER TOUCHES THE COURT (END LINE) OR
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, 12.5.1.2

Point to the center down the net or to the relevant line

F S



21 DOUBLE FAULT AND REPLAY

Relevant Rules: 6.1.2.2, 17.2, 21.2.3.3

Raise both thumbs vertically

F



22 BALL TOUCHED

Relevant Rules: 22.3.2.3b

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

F

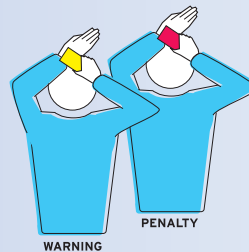


23 DELAY WARNING/DELAY PENALTY

Relevant Rules: 15.11.3, 16.2.2, 16.2.3, 22.3.2.2

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

F





PART 3
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 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.

UNLESS BY AGREEMENT OF FIVB

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 FIVB in order to promote the game of Snow Volleyball or to test new conditions.

FIVB STANDARDS

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

FAULT

- A playing action contrary to the rules.
- 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. The change of courts in the third (deciding) set is not to be regarded as an interval.

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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