



INTERNATIONAL INDIACA ASSOCIATION (IIA)

OFFICIAL INDIACA RULES (OIR)

Edition 2018

More information about IIA can be found on

www.indiaca-ia.com

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DIAGRAMS

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GAME CHARACTERISTICS

Indiaca is a sport played by two teams on a playing court divided by a net.

A special Indiaca ball is used for playing Indiaca. Indiaca is hit with one hand, except when blocking and defending against an attack hit.

The game is very dynamic, emotional and suits well players of different ages and physical preparedness.

The object of the game is for each team to send the Indiaca ball regularly over the net in order to ground it on the opponent's court, and to prevent the ball from being grounded on its own court. A team is entitled to hit the ball three times (in addition to the block contact) to return it to the opponent's court.

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

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

1	CHAPTER ONE FACILITIES AND EQUIPMENT
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RULE

1	PLAYING AREA
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	The playing area includes the playing court and the free zone. It shall be rectangular and symmetrical.
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1.1	DIMENSIONS
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	<p>The playing court is a rectangle measuring 16 x 6,10 meters, surrounded by a free zone, which is a minimum of 3 meters wide on all sides.</p> <p>The free playing space is the space above the playing area which is free from any obstructions. The free playing space shall measure a minimum of 6 meters in height from the playing surface.</p>
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1.2	PLAYING SURFACE
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	The playing surface must be flat and horizontal. It must not present any danger of injury to the players. It is forbidden to play on rough or slippery surfaces.
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1.3	LINES ON THE COURT
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1.3.1	All lines have to be 4 – 5 centimeters wide. They must be of light color, clearly marked and different from the color of the floor and from any other lines.
1.3.2	<p><i>Boundary lines</i></p> <p>Two sidelines and two end lines mark the playing court. Both sidelines and the end lines are drawn inside the dimensions of the playing court.</p>
1.3.3	<p><i>Centre line</i></p> <p>The axis of the centre line divides the playing court into two equal courts measuring 8 x 6,10 meters each; however the entire width of the line is considered to belong to both team courts equally. This line extends beneath the net from sideline to sideline.</p>
1.3.4	<p><i>Attack line</i></p> <p>On each team court an attack line, whose rear edge is drawn 3 meters from the axis of the centre line, marks the front zone. The attack lines are considered to extend beyond the sidelines to the end of the free zone</p>

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RULE

1.4 ZONES AND AREAS

1.4.1	<p><i>Front zone</i></p> <p>On each team court the front zone is limited by the centre line and the rear edge of the attack line.</p> <p>The front zone is also called „attacking zone“.</p> <p>The front zone is considered to extend beyond the sidelines to the end of the free zone.</p>
1.4.2	<p><i>Service zone</i></p> <p>The service zone is a 6,10 meters wide area behind each end line.</p> <p>It is laterally limited by the extension of the sidelines and in depth by the end of the free zone.</p>
1.4.3	<p><i>Substitution zone</i></p> <p>The substitution zone is limited by the extension of both attack lines up to the scorer's table.</p>
1.4.4	<p><i>Coaching zone</i></p> <p>The coaching zone is limited by the extension of the attack line and the end line of each team court.</p>
1.4.5	<p><i>Free zone</i></p> <p>The free zone surrounds the playing court and has a minimum width of 3 meters.</p>
1.4.6	<p><i>Warm-up zone</i></p> <p>The warm-up zone is an area outside of the free zone.</p>

1.5 TEMPERATURE

	<p>The minimum temperature shall not be below 16° C (60,8° F).</p> <p>The maximum temperature shall not be higher than 35° C (95° F).</p>
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1.6 LIGHTING

	<p>The lighting on the playing area should be at least 750 Lux, measured at 1 meter above the playing surface.</p>
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RULE

2	NET AND POSTS
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2.1	STANDARDS
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	IIA-competitions must be played with IIA-approved nets.
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2.2	HEIGHT OF THE NET
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2.2.1	A net is placed vertically over the axis of the centre line.
2.2.2	The net height in IIA competitions has to be :
	Youth category (15 years and younger)
	Men : 215 cm
	Women : 205 cm
	Mixed : 210 cm
	Junior category (19 years and younger)
	Men : 225 cm
	Women : 215 cm
	Mixed : 220 cm
	Open Category (no age limit)
	Men : 235 cm
	Women : 220 cm
	Mixed : 225 cm
	Senior category (40+)
	Men : 225 cm
	Women : 210 cm
	Mixed : 215 cm
2.2.4	The height of the net is measured from the centre of the playing court. The net height (over the two sidelines) must be exactly the same and must not exceed the official height by more than 2 centimeters.

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RULE

2.3 STRUCTURE

	<p>The net must be at least 610 cm long, 80 cm high and not higher than 120 cm, made of 3-5 cm square mesh.</p> <p>At its top a horizontal band, made of two-fold white canvas, is sewn along its full length. Each extreme end of the band has a hole, through which passes a cord, fastening the band to the posts for keeping its top taut.</p> <p>Within the band a flexible cable fastens the net on the posts and keeps its top taut.</p> <p>At the bottom of the net, a rope is threaded through. This rope fastens the net to the posts and keeps its lower part taut.</p>
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2.4 SIDE BANDS

	<p>Two white side bands are fastened vertically to the net and placed directly above the sideline.</p> <p>They are 3-5 cm wide and 80 to 120 cm long and are considered as part of the net.</p>
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2.5 ANTENNAE

2.5.1	<p>In IIA competitions there must be two antennae.</p>
2.5.2	<p>An antenna is a flexible rod, 1.80 m long and 10 mm in diameter, made of fiberglass or a similar material.</p> <p>An antenna is fastened at the outer edge of each side band. The antennae are placed on opposite sides of the net.</p> <p>The antennae are considered as part of the net and laterally delimit the crossing space in which the Indica ball has to cross the net.</p> <p>The top 80 cm of each antenna extend above the net and have to be marked with 10 cm stripes of contrasting colors, preferably red and white.</p>

2.6 POSTS

	<p>The posts supporting the net are placed at a distance of at least 0.5 meters outside the sidelines. They must not inhibit the referees.</p>
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2.7 ADDITIONAL EQUIPMENT

	<p>All additional equipment is determined by IIA regulations.</p>
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RULE

3.0	BALLS
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3.1	STANDARDS
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	The Indiacas must be without outer damages and must have 4 unbroken feathers. IIA competitions must be played with IIA-approved Indiacas.
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3.2	THREE BALL SYSTEM
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	In IIA competitions 3 additional balls have to be deposited behind the 1st referee. The balls must have the same standards regarding circumference, weight, type, color, etc...
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2	CHAPTER TWO PARTICIPANTS
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RULE

4	TEAMS
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4.1	TEAM COMPOSITION
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4.1.1	A team is composed of players and substitutes.
4.1.2	A team may consist of a maximum of 10 players, one coach, and one assistant coach. A team may have assistants (head of delegation, medical doctor, masseur, etc...), who do not belong to the team.
4.1.3	Only players recorded on the score sheet of the match may participate in that match. Once the team captain and/or the coach have signed the score sheet, the recorded players cannot be changed.
4.1.4	In IIA competitions there must be 5 players on court at the moment of the service. A team is not qualified to play with only 4 players, except for the case in rule 17.1.2
4.1.5	In mixed category, teams must have at least 2 male and 2 female players on the court.
4.1.6	Players are not allowed to play in more than one team in a competition.
4.1.7	Players are allowed to play in more than one discipline during a competition, i.e. men or women-category and in a mixed category.
4.1.8	Players are not allowed to play in more than one age category.
4.1.9	Players have the right to participate in a category if they reach the determined age during the year of competition.

4.2	LOCATION OF THE TEAM
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4.2.1	The players not in play should either sit on their bench or be in their warm-up area. The coach and other team members sit on the bench, but may leave it temporarily. The benches for the teams are located beside the scorer's table.
4.2.2	Only team members are permitted to sit on the bench during the match and to participate in the warm-up sessions.
4.2.3	Players not in play may warm-up without balls as follows:
4.2.3.1	During play: in the warm-up areas

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4.2.3.2	During time-outs: in the free-zone behind their court
4.2.3.3	During intervals: players may warm-up using balls in the free zone

4.3 EQUIPMENT

	A player's equipment consists of a jersey, shorts, and sport shoes. Kneepads are allowed.
4.3.1	The color and design for the jerseys and shorts must be uniform.
4.3.2	The jerseys must be numbered from 1-99 inclusive.
4.3.2.1	The number must be placed in the front and on the back of the jerseys. The color and brightness of the numbers must be contrasting from the color and brightness of the jerseys.
4.3.2.2	The number must be a minimum of 10 cm in height on the chest and a minimum of 15 cm of height on the back. The stripe forming the number should be a minimum of 2 cm in width.
4.3.2.3	If there are numbers on the shorts then these numbers must not differ from the number on the jersey.
4.3.3	Substitution players must wear a pullover/jersey of different color while sitting on the bench.

4.4 CHANGE OF EQUIPMENT

	The first referee may authorize one or more players:
4.4.1	to play barefoot.
4.4.2	to change wet or damaged uniforms between sets or after substitution, provided that the color, design and number of the new uniform(s) are the same.
4.4.3	Even if the design and/or color of the new jerseys vary from the first ones, the team members however are still clothed uniformly, the first referee may authorize all team members to change wet or damaged jerseys between sets, provided that the numbers on the new jerseys are the same and the game is not delayed.

4.5 FORBIDDEN OBJECTS

4.5.1	It is forbidden to wear objects which may cause injury or will give artificial advantage to the player. Players may wear glasses or contact lenses at their own risk.
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RULE

5	TEAM LEADERS
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	Both the team captain and the coach are responsible for the conduct and the discipline of their team members.
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5.1	CAPTAIN
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5.1.1	The team captain must be identified by a band, worn on his/her sleeve, not smaller than 2 cm and of a different color than the jersey.
5.1.2	PRIOR TO THE MATCH , the team captain represents his/her team at the toss.
5.1.3	DURING THE MATCH and while on court, the team captain is the game captain. When the game captain is not on court, the coach or the team captain must assign another player on the court to assume the role of game captain. This game captain maintains his/her responsibilities until he/she is substituted or the team captain returns to play, or the set ends.
	When the ball is out of play, the game captain is authorized to speak to the referees :
5.1.3.1	to ask authorization : <ul style="list-style-type: none"> ➤ to ask for an explanation on the application or interpretation of the rules. Submit requests of his/her team-mates. If the explanation does not satisfy him/her, he/she must immediately indicate to the first referee that he/she reserves the right to record his/her disagreement as an official protest on the score sheet at the end of the match. ➤ to change all or part of the equipment. ➤ to verify positions of the teams. ➤ to check the floor, the net, the ball, etc...
5.1.3.2	to ask time-outs and substitutions.
	At the end of the match, the team captain :
5.1.4	<ul style="list-style-type: none"> ➤ may confirm a previously expressed disagreement as a protest by recording it on the score sheet. ➤ thanks the referees. ➤ signs the score sheet to ratify the outcome.

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RULE

5.2	COACH
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5.2.1	The team coach conducts the play of his/her team from outside the court, appoints the starting line-ups and positions of his/her team, substitutions of players and take time-outs. For that matter he/she contacts the second referee.
5.2.2	PRIOR TO THE MATCH , the team coach verifies the names and numbers of his/her players on the score sheet , marks the team captain on the score sheet and then signs it.
5.2.3	DURING THE MATCH , the coach : <ul style="list-style-type: none">➤ prior to each set, gives the scorekeeper/second referee the line-up sheet duly filled and signed.➤ sits on the team bench nearest to the scorekeeper, but may leave the bench temporarily and requests time-outs and substitutions.➤ as well as other team members, may give instructions to the players on the court, but only while sitting on the bench or standing or walking in the coaching zone, without disturbing or delaying the game.

5.3	ASSISTANT COACH
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5.3.1	The assistant coach sits on the team bench and he/she has no right to intervene in the match.
5.3.2	Should the coach have to leave his/her team, the assistant coach assumes his/her function with the authorization of the first referee.

3	CHAPTER THREE PLAYING FORMAT
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RULE

6	TO SCORE A POINT, TO WIN A SET AND THE MATCH
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6.1	TO SCORE A POINT
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6.1.1	<p>A team scores a point:</p> <ul style="list-style-type: none"> ➤ by successfully grounding the ball on the opponent's court. ➤ when the opponent team commits a fault. ➤ when the opponent receives a penalty.
6.1.2	<p>A team commits a fault by making a playing action contrary to the rules (or violating them in some other way). The referees judge the fault and determine consequences according to the rules :</p>
6.1.2.1	<p>If two or more faults are committed successively, only the first one is counted.</p>
6.1.2.2	<p>If two or more faults are committed simultaneously, a DOUBLE FAULT is called and the rally is replayed.</p>
6.1.3	<p>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.</p>
6.1.3.1	<p>If the serving team wins a rally, it scores a point and continues to serve.</p>
6.1.3.2	<p>If the receiving team wins the rally, it scores a point and it must serve next, after having rotated according to rule 7.5.1.</p>

6.2	TO WIN A SET
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6.2.1	<p>A set is won by the team that:</p> <ul style="list-style-type: none"> ➤ first scores 25 points. The play is continued until a two-point lead (i.e. 27-25 ; 29-27 ; etc...) has been achieved by one team.
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6.3	TO WIN A MATCH
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6.3.1	<p>A match is won by the team that, according to the rules of the concrete competition:</p> <ul style="list-style-type: none"> ➤ wins 2 sets in a best of three sets game. ➤ wins 3 sets in a best of five sets game.
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RULE

6.4 DEFAULT OR INCOMPLETE TEAM

6.4.1	<p>If a team refuses to play after being summoned to, it is declared in default and forfeits the match.</p> <p>According to the rules of the given competition either:</p> <ul style="list-style-type: none">➤ with the result of 0-2 sets for a best of three sets match and 0-25 points for each set.➤ with the result of 0-3 sets for a best of five sets match and 0-25 points for each set.
6.4.2	<p>A team that, without justifiable reason, does not appear on the playing court as a complete team (Rules 4.1.3 ; 4.1.4 ;4.1.5) on time is declared in default with the same result as in rule 6.4.1.</p>
6.4.3	<p>A team is declared incomplete for the set or the match (Rules 4.1.3 ; 4.1.4 ; 4.1.5), loses the set or the match. The opposing team gets the points and sets needed to win the set or match. The incomplete team keeps the previously scored points and sets.</p>

7 STRUCTURE OF PLAY

7.1 THE TOSS

	<p>Before the match, the first referee carries out a toss to decide upon the first service and sides of the court in the first set.</p> <p>If a deciding set has to be played, a new toss will be carried out.</p>
7.1.1	<p>The toss is taken in the presence of the two team captains.</p>
7.1.2	<p>The winner of the toss chooses:</p> <p>EITHER</p> <p>the right of serving or to receive the service</p> <p>OR</p> <p>the side of the court</p>
7.1.3	<p>The loser takes the remaining choice.</p>

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RULE

7.2 TEAM STARTING LINE-UP

7.2.1	The team's starting line-up indicates the rotational order of the players on the court. This order must be maintained throughout the set.
7.2.2	Before the start of each set, the coach has to present the starting line-up of his/her team on the line-up sheet. The sheet is submitted, duly filled and signed, to the second referee or the scorekeeper.
7.2.3	The players who are not in the starting line-up of a set are the substitutes for that set.
7.2.4	Once the line-up sheet has been delivered to the second referee or scorekeeper, no change in line-up may be authorized without a regular substitution.
7.2.5	Discrepancies between players position on the court and on the line-up sheet are dealt with as follows: <ul style="list-style-type: none">➤ when such a discrepancy is discovered before the start of the set, players positions must be rectified according to that on the line-up sheet. There will be no sanction.➤ When, before the start of the set, a player on court is found not to be registered on the line-up sheet of that set, this player must be changed to conform to the line-up sheet. There will be no sanction.➤ However, if the coach wishes to keep such non-recorded player(s) on the court, he/she has to request a regular substitution(s), which will be recorded on the score sheet.

7.3 POSITIONS

	At the moment the ball is hit by the server, each team must be positioned within its own court in the rotational order (except the server).
7.3.1	The positions of the players are numbered as follows:
7.3.1.1	The three players along the net are front-row players occupying positions IV (front-left player), III (front-centre player), II (front-right player). If a team is allowed to finish the tournament with only four players (rules 4.1.4, 17.1.2), only positions IV (front-left player) and position II (front-right player) are occupied.
7.3.1.2	The two others are back-row players occupying positions V (back-left player), I (back-right player).
7.3.2	At the moment of the service, the back-row players must be positioned further back than the front-row players. The front-row and back-row players must occupy positions according to rules 7.3.1.1 and 7.3.1.2 in succession.
7.3.3	The positions of the feet while standing or take-off are decisive.

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7.3.4	After the service hit, the players may move around and occupy any position on their court and the free zone.
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RULE

7.4	POSITIONAL FAULT
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7.4.1	The team commits a positional fault, if any player is not in his/her correct position at the moment the ball is hit by the server.
7.4.2	If the server commits a serving fault at the moment of the service hit, the server's fault is counted before a positional fault.
7.4.3	If the service becomes faulty after the service hit, it is the positional fault that will be counted.
7.4.4	A positional fault leads to the following consequences : <ul style="list-style-type: none">➤ the team is sanctioned with the loss of rally.➤ player's positions are rectified.

7.5	ROTATION
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7.5.1	When the receiving team has gained the right to serve, its players rotate one position clockwise.
7.5.2	Rotational order is determined by the team's starting line-up and controlled with the service order and player's positions throughout the set.

7.6	ROTATIONAL FAULTS
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7.6.1	A rotational fault is committed when the service is not made according to the rotational order. It leads to the following consequences :
7.6.1.1	The team is sanctioned with the loss of rally.
7.6.1.2	The player's rotational order is rectified.
7.6.2	Additionally, the scorekeeper should determine the exact moment when the fault was committed and all points scored subsequently by the team at fault must be cancelled. The opponent's points remain valid. If the moment cannot be determined, no point(s) cancellation takes place and loss of rally is the only sanction and the players must occupy their correct positions.

4	CHAPTER FOUR PLAYING ACTIONS
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RULE

8	STATES OF PLAY
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8.1	BALL IN PLAY
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	The ball is in play from the moment of the hit of the service authorized by the first referee.
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8.2	BALL OUT OF PLAY
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	The ball is out of play at the moment of the fault whistled by one of the referees; in absence of a fault, at the moment of the whistle.
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8.3	BALL "IN"
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	The ball is "in" when it touches the floor of the playing court including the boundary lines.
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8.4	BALL "OUT"
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	<p>The ball is "out" when:</p> <ul style="list-style-type: none"> ➤ any part of the ball which contacts the floor is completely outside the boundary lines. ➤ any part of the ball touches an object outside the court, the ceiling or a person out of play. ➤ any part of the ball touches the antennae, ropes, posts or the net itself outside the side bands. ➤ the ball crosses the vertical plane of the net outside the crossing space, except in the case of a player sending the ball back to his own court after retrieving it from the opponent's free zone.
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9	PLAYING THE BALL
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9.0.1	Each team must play on their side of the court and free zone. A ball may however be retrieved from the opponent's free zone and played back to the own court outside the crossing space.
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RULE

9.1	TEAM HITS
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9.1.1	<p>A hit is any contact with the ball by a player in play.</p> <p>The team is entitled to a maximum of three hits (in addition to blocking), for returning the ball. If more are used, the team commits a fault of "FOUR HITS".</p>
9.1.2	<p><i>CONSECUTIVE HITS</i></p> <p>A player may not hit the ball two times consecutively, except for blocking.</p>
9.1.3	<p><i>SIMULTANEOUS HITS</i></p> <p>Two or three players may touch the ball at the same moment.</p>
9.1.3.1	<p>When two or three team-mates 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 the ball, one hit is counted. A collision of players does not constitute a fault.</p>
9.1.3.2	<p>When two opponents touch the ball simultaneously over the net and this leads to a "CATCH" or the ball remains in play, it is a "DOUBLE FAULT" and the rally is replayed.</p>
9.1.4	<p><i>ASSISTED HIT</i></p> <p>Within the playing area, a player is not permitted to take support from a team-mate or any structure/object in order to reach the ball.</p> <p>However, a player who is about to commit a fault (touch the net or cross the centre line, etc...) may be stopped or held back by a team-mate.</p>

9.2	CHARACTERISTICS OF A HIT
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9.2.1	<p>The ball might be played with two hand, except the service.</p>
9.2.2	<p>The ball may not touch any part of the body, except from the hands and the arms up to the elbows.</p>
9.2.3	<p>The ball must not be caught or thrown. It can rebound in any direction.</p>

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RULE

9.3 FAULTS IN PLAYING THE BALL

9.3.1	FOUR HITS A team hits the ball four or more times before returning the ball (rule 9.1.1)
9.3.2	ASSISTED HIT A player takes support from a team-mate or any structure/object within the playing area in order to reach the ball.
9.3.3	HELD BALL A player does not hit the ball correctly, but guides, throws or holds the ball.
9.3.4	DOUBLE CONTACT A player hits the ball twice in succession or the ball contacts various parts of his/her body successively.
9.3.5	BALL TOUCHES THE BODY A ball touches the player's body, except for the hand or the arm up to the elbow.

10 BALL AT THE NET

10.1 BALL CROSSING THE NET

	<p>The ball sent to the opponent's court must pass over the net within the crossing space. The crossing space is the part of the vertical plane of the net limited as follows:</p> <ul style="list-style-type: none">➤ below, by the top of the net➤ at the sides, by the imaginary extension of the side bands/antennae➤ above, by the ceiling
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10.2 BALL TOUCHING THE NET

	During the game the ball may touch the net while crossing it, except for the service.
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10.3 BALL IN THE NET

	A ball driven into the net may be recovered within the limits of the three team hits. A ball touching the net during service is considered a fault.
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RULE

11 PLAYER AT THE NET

11.1 REACHING BEYOND THE NET

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	A player is not permitted to pass his/her hands beyond the net.
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11.2 PENETRATION UNDER THE NET

	Trespassing over the centre line under the net by any part of the body is considered a fault.
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11.3 CONTACT WITH THE NET

	A player's contact with the net is considered a fault.
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11.4 PLAYER'S FAULT AT THE NET

	<p>A player commits a fault, when:</p> <ul style="list-style-type: none">➤ he/she intrudes upon the opponent's space in the air, over or under the net➤ he/she intrudes into the opponent's playing court➤ he/she touches the net, antennae, ropes or posts
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12 SERVICE

	The service is the act of putting the ball into play by the right back-row player in the service zone.
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12.1 FIRST SERVICE IN A SET

	<p>The first service of the first set and the deciding set is executed by the team which has chosen the right to serve at the toss.</p> <p>The other sets will be started with the service of the team that did not serve the previous set.</p>
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12.2 SERVICE ORDER

	<ul style="list-style-type: none">➤ when the serving team wins the rally and scores a point, the player who served before or his/her substitution serves again.➤ when the receiving team wins a rally and scores a point, then his/her team rotates before serving.
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RULE

12.3	AUTHORIZATION TO SERVE
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	The 1st referee authorizes the service after having checked whether the server is in possession of the ball and that the teams are ready to play.
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12.4	EXECUTION OF THE SERVICE
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12.4.1	<p>To execute the service, the player hold the Indiacaca ball at the place where the feathers are connected to the ball with one hand and hits the ball with the other hand, directing it in an upward trajectory over the net to the opposite court.</p> <p>The Indiacaca ball must not be tossed or released from the holding hand before the other hand hits the ball.</p> <p>The service is executed at the moment the Indiacaca ball is flying off the hitting hand.</p>
12.4.2	At the moment of the service hit, the server must stay in the Service zone (p. 1.4.2) and not touch the court (the end line included) or the floor outside of the Service zone. After hitting the ball, the server may step to any place on the team's court and free zone.
12.4.3	A service executed before the referee's whistle is cancelled and repeated.
12.4.4	The server must hit the ball within 5 seconds after the referee whistles for the service.

12.5	SCREENING
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12.5.1	The players of the serving team must not prevent their opponent, through individual or collective screening, from seeing the server or the flight path of the ball.
12.5.2	A player or group of players of the serving team makes a screen by waving arms, jumping or moving sideways, during the execution of the service, or by standing grouped to intentionally hide the flight path of the ball.

12.6	FAULTS MADE DURING SERVICE
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12.6.1	<p>SERVING FAULTS</p> <p>The following faults lead to a change of service even if the opponent is out of position :</p> <ul style="list-style-type: none">➤ the server violates the service order (rule 7.6)➤ the server does not execute the service properly (rules 12.4.1 ; 12.4.2 ; 12.4.4)
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RULE

12.6.2	FAULTS AFTER THE SERVICE HIT After the ball has been hit correctly, the service becomes a fault if the ball : <ul style="list-style-type: none">➤ touches a player of the serving team➤ fails to pass through the crossing space (rule 10.1)➤ touches the net or an antenna or other external objects➤ goes « out » (rule 8.4)➤ passes over a screen (rules 12.5.1 ;12.5.2)
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12.7 FAULTS MADE AFTER THE SERVICE AND POSITIONAL FAULTS

12.7.1	If the server makes a fault at the moment of the service hit (improper execution, wrong rotational order, etc...) and the opponent is out of position, it is the service fault which is sanctioned.
12.7.2	Instead, if the execution of the service has been correct, but the service subsequently becomes faulty (goes out, goes over a screen, etc...), the positional fault which has taken place first is sanctioned.

13 ATTACK

13.1 ATTACK HIT

13.1.1	All actions which direct the ball to the opponent's court, except service and block are considered to be attack hits.
13.1.2	During an attack hit, tipping is permitted only if the ball is cleanly hit, and not caught or thrown.

13.2 RESTRICTIONS OF ATTACK HITS

13.2.1	Front row players may complete an attack hit at any height and from any place on the court or in the free zone, provided that the contact with the ball has been made within the player's own playing area.
13.2.2	A back row player may complete an attack hit at any height and from behind the front zone, whereby : <ul style="list-style-type: none">➤ at the take-off his/her foot (feet) must neither have touched nor crossed over the attack line.➤ after his/her hit he/she may land within the front zone.
13.2.3	A back row player may also complete an attack hit from within the front zone, if at the moment of the contact, the ball is below the top of the net.
13.2.4	No player is permitted to complete an attack hit directly on the opponent's service, when the ball is in the front zone and above the top of the net.

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RULE

13.3	FAULTS OF THE ATTACK HIT
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13.3.1	Faults during an attack hit are : <ul style="list-style-type: none">➤ a player touches the ball within the playing space of the opposite team (rule 11.1)➤ a player hits the ball „out“ (rule 8.4)➤ a back row player completes an attack hit from the front zone and the ball is above the top of the net at the moment of the hit (rule 13.2.2)➤ a player completes an attack hit directly on the opponent's service, when the ball is in the front zone and above the top of the net (rule 13.2.4)➤ a player throws or catches the ball while executing an attack hit (rule 9.3.3)
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14	BLOCK
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14.1	BLOCKING
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14.1.1	Blocking is the action of one or more players close to the net to intercept the ball coming from the opponents by raising both hands higher than the top of the net. Only front row players are permitted to attempt, participate in or complete a block.
14.1.2	<i>BLOCK ATTEMPT</i> A block attempt is the action of blocking without touching the ball.
14.1.3	<i>COMPLETED BLOCK</i> A block is completed whenever the ball is touching a player participating in a block.
14.1.4	<i>COLLECTIVE BLOCK</i> A collective block is executed by two or three players close to each other and completed when the ball touches the block.

14.2	BLOCK CONTACT
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	<i>CONSECUTIVE CONTACT</i> Consecutive (quick and continuous) contacts with the ball may occur by one or more players participating in a block, provided the contacts are made during one action.
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RULE

14.3	BLOCKING WITHIN THE OPPONENT 'S SPACE
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	A player is not permitted to place his/her hands and arms beyond the net while blocking.
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14.4	BLOCK AND TEAM HITS
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14.4.1	A block contact is not counted as a team hit. Consequently, after a block contact, a team is entitled to three hits to return the ball.
14.4.2	The first hit after the block may be executed by any player, including the one which has touched the ball during the block.

14.5	BLOCKING THE SERVICE
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	Blocking an opponent's service is forbidden.
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14.6	BLOCKING FAULTS
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	<p>The following actions of a player participating in a block are considered to be a fault, if:</p> <ul style="list-style-type: none">➤ the player places his/her hands or arms beyond the net.➤ a back row player attempts, participates or completes a block.➤ a player blocks the opponent's service.➤ the ball is sent « out » off the block.
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5	CHAPTER FIVE INTERRUPTIONS AND DELAYS
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RULE

15	REGULAR GAME INTERRUPTIONS
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	Regular game interruptions are TIME-OUTS and PLAYER SUBSTITUTIONS.
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15.1	NUMBER OF REGULAR GAME INTERRUPTIONS
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	Each team is entitled to a maximum of two time-outs and 4 player substitutions per set.
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15.2	REQUEST FOR REGULAR GAME INTERRUPTIONS
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15.2.1	Interruptions may be requested by the coach or the game captain, and only by them. The request is made by showing the corresponding hand signal, when the ball is out of play and before the whistle of the service.
15.2.2	Substitution before the start of a set are permitted and should be recorded on the score sheet as a regular substitution.

15.3	SEQUENCE OF GAME INTERRUPTIONS
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15.3.1	Requests for one or two time-outs and one request for player substitution by either team may follow one another, with no need to resume the game.
15.3.2	However, a team is not authorized to make consecutive requests for player substitution during the same game interruption. Two players may be substituted during the same game interruption.

15.4	TIME-OUTS
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15.4.1	A time-out lasts for 30 seconds.
15.4.2	During time-outs, the players may go to their bench. The substitute players and the coach are not allowed to step onto the playing court.

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RULE

15.5 SUBSTITUTIONS

	A substitution is the act by which a player leaves the court and a substitute player occupies his/her position. The referee's authorization is needed for substitution.
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15.6 LIMITATION OF SUBSTITUTIONS

15.6.1	Four substitutions are the maximum permitted per team and per set. One or two players may be substituted during the same game interruption.
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, and only to his/her previous position in the line-up.
15.6.3	A substitute player may enter the game in place of another player of the starting line-up, but only once in a set and he/she can only be substituted by the same starting player.

15.7 EXCEPTIONAL SUBSTITUTIONS

	An injured player who cannot continue playing should be legally substituted. If this is not possible, then the team is entitled to make an exceptional substitution beyond the limits of rules 15.6.1 ; 15.6.2 ; 15.6.3
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15.8 SUBSTITUTION FOR EXPULSION/DISQUALIFICATION

15.8.1	An expelled or disqualified player must be replaced through a legal substitution. If this is not possible the team is declared incomplete (rules 4.1.3 ; 4.1.4 ; 4.1.5)
15.8.2	A disqualified player cannot take part in any other games in the same competition and is not allowed to enter the competition area for the rest of the competition.

15.9 ILLEGAL SUBSTITUTIONS

15.9.1	A substitution is illegal, if it exceeds the limitations of rules 15.6.1 ; 15.6.2 ; 15.6.3, except for the case of rule 15.7
15.9.2	When a team has made an illegal substitution and the play has been resumed, the following procedure shall apply: <ul style="list-style-type: none">➤ the team is penalized with the loss of rally➤ the substitution is rectified➤ the points scored by the team at fault, since the fault was committed, are cancelled. The opponent's points remain valid.

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RULE

15.10 SUBSTITUTION PROCEDURE

15.10.1	The substitution must be carried out in the substitution zone.
15.10.2	A substitution shall only last the time needed for recording the substitution on the score sheet, and allowing the entry and exit of players.
15.10.3	At the moment of the substitution request, the substitute player(s) must be ready to enter the court, standing close to the substitution zone. If this is not the case, the substitution is not granted and the team is sanctioned for a delay.
15.10.4	If a team intends to make simultaneously more than one substitution, the number of substitutions must be indicated at the same time of the request. In this case substitutions must be made in succession, one pair of players after another.

15.11 IMPROPER REQUESTS

15.11.1	It is improper to request an interruption : <ul style="list-style-type: none">➤ when the ball is in the rally, at the moment of or after the whistle to serve.➤ by non-authorized team members.➤ for player substitution before the game has been resumed from a previous substitution by the same team.➤ after having exhausted the maximum number of player substitutions and time-outs.
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16 GAME DELAYS

16.1 TYPES OF DELAY

	An improper action of a team that defers resumption of the game is a delay and includes, among others : <ul style="list-style-type: none">➤ delaying a substitution.➤ prolonging other interruptions, after having been summoned to resume the game.➤ requesting an illegal substitution or time-out.➤ repeating an improper request.➤ delaying the game by a team member.
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RULE

16.2	DELAY SANCTIONS
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16.2.1	« Delay warning » and « Delay penalty » are team sanctions.
16.2.2	Delay sanctions remain in force for the entire match.
16.2.3	All delay sanctions are recorded on the score sheet.
16.2.4	The first delay in the match by a team member is sanctioned with a „DELAY WARNING“ (green card).
16.2.5	The second and subsequent delays of any type by any team member of the same team in the same match constitute a fault and are sanctioned with a „DELAY PENALTY“ (yellow card) and the loss of rally.
16.2.6	Delay sanctions imposed before or between sets are applied in the following set.

17	EXCEPTIONAL GAME INTERRUPTIONS
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17.1	INJURY
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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 player cannot be substituted, legally or exceptionally, the team can finish the tournament with four players.

17.2	EXTERNAL INTERFERENCE
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17.2.1	If there is any external interference during the game, the game has to be stopped and the rally is replayed.
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RULE

18	INTERVAL AND CHANGE OF COURTS
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18.1	INTERVALS
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	All intervals between sets last 3 minutes. During this period of time, the change of courts and line-up registrations of the teams on the score sheet are made.
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18.2	CHANGE OF COURTS
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18.2.1	After each set, the teams change courts, except for the deciding set.
18.2.2	In the deciding set (3rd or 5th set), once the leading team reaches 13 points, the teams change courts without delay and the player's positions remain the same.
18.2.3	The other team members change to the benches on the respective side of the court.

6	CHAPTER SIX PARTICIPANT'S CONDUCT
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RULE

19	REQUIREMENTS OF CONDUCT
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19.1	SPORTSMANLIKE CONDUCT
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19.1.1	Participants must know the OFFICIAL INDIACA RULES and abide to them.
19.1.2	Participants must accept the referee's decisions with sportsmanlike conduct, without disputing them. In case of doubt, clarification may be requested only through the game captain.
19.1.3	Participants must refrain from actions or attitudes aimed at influencing the decisions of the referees or covering up faults committed by their team.

19.2	FAIR PLAY
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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 opponents, team-mates and spectators.
19.2.2	Communication between team members during the match is permitted.

20	MISCONDUCT AND ITS SANCTIONS
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20.1	MINOR MISCONDUCT
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	Minor misconduct offenses are not subject to sanctions. It is the first referee's duty to prevent teams from approaching the sanctioning level by issuing a verbal or hand signal warning to a team member or to the team through the game captain. This warning is not a sanction and has no immediate consequences. The warning is not recorded on the score sheet.
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20.2	MISCONDUCT LEADING TO SANCTIONS
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	Incorrect conduct by a team member towards officials, opponents, team-mates or spectators has to be sanctioned by the referee by Warning, Penalty, Expulsion or Disqualification.
20.2.1	<i>RUDE CONDUCT</i> Action contrary to good manners or moral principles, or expressing contempt.

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RULE

20.2.2	<i>OFFENSIVE CONDUCT</i> Defamatory or insulting words and gestures.
20.2.3	<i>AGGRESSION</i> Physical attack or intended aggression.

20.3 SANCTIONS SCALE

	<p>The repetition of misconduct by the same person in the same set or match is sanctioned progressively.</p> <p>Depending on the degree of incorrect conduct, according to the judgment of the first referee, the sanction applied are :</p>
20.3.1	<i>WARNING</i> The first rude conduct in the match by <u>any team member</u> is sanctioned with a WARNING (green card) The warning is recorded on the score sheet
20.3.2	<i>PENALTY</i> The second rude conduct in the match by <u>any team member</u> is sanctioned with a PENALTY (yellow card) and the loss of rally. The penalty is recorded on the score sheet.
20.3.3	<i>EXPULSION</i> Repeated rude conduct by the <u>same team member</u> in one match is sanctioned by EXPULSION (red card). A team member, who is sanctioned by expulsion, shall not play for the rest of the match and must leave the playing area, the bench and the warm-up area for the rest of the match. The expulsion is recorded on the score sheet.

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RULE

20.3.4	<p>DISQUALIFICATION</p> <p>For aggression or physical attack the player is sanctioned with DISQUALIFICATION (red and yellow card). Disqualification due to offensive conduct or aggression does not call for a previous sanction</p> <p>A player sanctioned with expulsion in two matches played in succession is regarded as disqualified.</p> <p>The team-member sanctioned with disqualification must leave the competition area and is disqualified for the whole competition.</p> <p>The disqualification is recorded on the score sheet.</p>
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20.4	APPLICATION OF MISCONDUCT SANCTIONS
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20.4.1	All misconduct sanctions are individual sanctions and remain in force for the entire match and are recorded on the score sheet.
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
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	Any misconduct occurring before or between sets is sanctioned according to rules 20.3 - 20.3.4 and sanctions apply in the following set.
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20.6	SANCTION CARDS
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	<ul style="list-style-type: none">➤ WARNING : green card➤ PENALTY : yellow card➤ EXPULSION : red card➤ DISQUALIFICATION : yellow & red card (jointly)
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7	CHAPTER SEVEN REFEREES
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RULE

21	REFEREEING CORPS AND PROCEDURES
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21.1	COMPOSITION
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21.1.1	<p>The refereeing corps for official IIA games is composed of the following officials :</p> <ul style="list-style-type: none"> ➤ 1st referee ➤ 2nd referee ➤ score keeper ➤ 2 line judges
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21.2	PROCEDURES
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21.2.1	Only the 1st and 2 nd referee may blow a whistle during the match.
21.2.2	The 1st referee gives the signal for the service that begins the rally.
21.2.3	The 1st and 2nd referee signal the end of the rally, provided that they are sure that a fault has been committed and they have identified its nature.
21.2.4	They may blow the whistle when the ball is out of play to indicate that they authorize or reject a team's request.
21.2.5	Immediately after the whistle to signal the end of the rally they have to indicate with the official hand signals:
21.2.5.1	<ul style="list-style-type: none"> ➤ If the fault is whistled by the 1st referee he/she will indicate: <ul style="list-style-type: none"> a) the team to serve. b) the nature of the fault c) the player(s) at fault (if necessary) <p>The second referee will follow the 1st referee's hand signals by repeating them.</p>

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21.2.5.2	<p>➤ If the fault is whistled by the 2nd referee he/she will indicate:</p> <ul style="list-style-type: none">a) the nature of the faultb) the player(s) at fault (if necessary)c) the team to serve, following the hand signal of the 1st referee <p>In this case the 1st referee does not show at all the fault and the player at fault, but only the team to serve.</p>
21.2.5.3	<p>➤ In case of a double fault, both referees indicate:</p> <ul style="list-style-type: none">a) the nature of the faultb) the player(s) at fault (if necessary)c) the team to serve as directed by the 1st referee

22 FIRST REFEREE

22.1 LOCATION

	The 1st referee carries out his/her functions seated or standing on a referee's stand located at one end of the net, opposite side of the scorer table.
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22.2 AUTHORITY

22.2.1	<p>The first referee directs the match from start until the end. She/he has the authority over all members of the refereeing corps and the members of the teams.</p> <p>During the match the first referee's decisions are final. She/he is authorized to overrule the decisions of other members of the refereeing corps, if it is noticed that they are mistaken.</p> <p>The first referee may even replace a member of the refereeing corps who is not performing his/her functions properly.</p>
22.2.2	<p>The first referee has the power to decide any matter involving the game including those not provided for in the OFFICIAL INDIACA RULES.</p>
22.2.3	<p>The first referee shall not permit any discussion about his/her decisions.</p> <p>However, at the request of the team captain, the first referee will give an explanation on the application or interpretation of the OFFICIAL INDIACA RULES upon which he/she based his/her decision.</p> <p>If the game captain does not agree with the explanation of the first referee and chooses to protest against such decision, he/she must immediately reserve the right to file and record this protest at the conclusion of the match. The first referee must authorize this right of the game captain.</p>

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RULE

22.2.4	The first referee is responsible for determining before and during the match whether the playing area equipment and the conditions meet playing requirements.
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22.3	RESPONSIBILITIES
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22.3.1	Prior to the match, the first referee: <ul style="list-style-type: none">➤ inspects the conditions of the playing area, the balls and other equipment.➤ performs the toss with the team captains.
22.3.2	During the match, the first referee: <ul style="list-style-type: none">➤ issues warnings to the teams.➤ sanctions misconduct and delays.➤ decides upon:<ul style="list-style-type: none">a) the faults of the server and the positions of the serving team, including screening.b) the faults in playing the ball.c) the faults above the net and its upper part.d) the attack hit faults of back row players.e) the ball crossing the lower space of the net.
22.3.3	At the end of the match, he/she checks the score sheet and signs it.

23	SECOND REFEREE
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23.1	LOCATION
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	The 2nd referee carries out his/her functions standing outside the playing court near the post on the opposite side facing the first referee.
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23.2	AUTHORITY
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23.2.1	The 2nd referee is the assistant of the 1st referee, but also has his/her own range of jurisdiction. Should the 1st referee become unable to continue his/her work, the 2nd referee may replace the 1st referee.
23.2.2	The 2nd referee may, without whistling; also signal faults outside his/her range of jurisdiction, but may not insist on them to the 1st referee.
23.2.3	The 2nd referee controls the work of the scorekeeper
23.2.4	The 2nd referee supervises the team members, on the team bench and reports any misconduct to the 1st referee.

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RULE

23.2.5	The 2nd referee authorizes interruptions, controls their duration and rejects improper requests
23.2.6	The second referee controls the number of time-outs and substitutions used by each team and reports 2 nd time-out and 3rd and 4th substitutions to the first referee and the coach concerned.
23.2.7	In case of injury of a player, the second referee authorizes an exceptional substitution or grants a 3 minute recovery time.

23.3 RESPONSIBILITIES

23.3.1	At the start of each set, at the change of courts in the deciding set and whenever necessary, he/she checks that the actual positions of the players on the court correspond to those on the line-up sheets.
23.3.2	During the match , the 2 nd referee decides, whistles and signals: <ul style="list-style-type: none">➤ penetration into the opponent's court and the space under the net.➤ positional faults of the receiving team.➤ the faulty contact of the player with the net at its lower part or with the antenna on his/her side of the court.➤ any attempted or completed block back row player or his/her participation in one.➤ the contact of the ball with an outside object.➤ the contact of the ball with the floor when the 1st referee is not in position to see the contact.➤ 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.➤ the contact of the ball with any other part of the body than the hand up to the elbow, when the 1st referee is not in position to see the contact.
23.3.3	At the end of the match, he/she signs the score sheet.

24 SCOREKEEPER

24.1 LOCATION

	The scorekeeper carries out his/her functions seated at the scorekeeper's table on the opposite side facing the first referee.
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RULE

24.2	RESPONSIBILITIES
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24.2.1	He/she keeps the score sheet according to the rules, co-operating with the 2 nd referee. He/she signals to the 2nd referee any faults on the basis of his/her responsibilities.
24.2.2	Prior to the match and sets , the scorekeeper: <ul style="list-style-type: none">➤ registers the data of the match and teams and obtains the signatures of the team captains and the coaches.➤ records the starting line-up of each team from the line-up sheet. If he/she fails to receive the line-up sheet on time, he/she immediately notifies the fact to the 2nd referee.
24.2.3	During the match , the scorekeeper: <ul style="list-style-type: none">➤ records the points scored.➤ controls the serving order of each team and indicates any error to the referees immediately after the service hit.➤ records the player substitutions and time-outs, controlling their number and informs the second referee.➤ notifies the referees of an improper request for interruption.➤ announces the referees the ends of the sets, and the scoring of the 13th point in the deciding set.➤ records the sanctions.➤ records all other events as instructed by the 2nd referee, i.e. exceptional substitutions, recovery time, prolonged interruption, external interference, etc....
24.2.4	At the end of the match , the scorer: <ul style="list-style-type: none">➤ records the final result.➤ in the case of protest, with the previous authorization of the 1st referee, writes or permits the team captain to write on the score sheet a statement on the incident protested.➤ after signing the score sheet him/herself, obtains the signatures of the team captains and then the referees.

25	LINE JUDGES
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25.1	LOCATION
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	The two line judges stand at the corners of the court closest to the right hand of each referee, diagonally at 1 to 2 meters from the corner. Each one of them controls both end line and side line on his/her side.
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RULE

25.2	RESPONSIBILITIES
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25.2.1	<p>The line judges perform their functions by using flags (40 x 40 cm) to signal :</p> <ul style="list-style-type: none"> ➤ the ball „in“ or „out“ whenever the balls lands near their lines. ➤ the touches of „out“ balls by the receiving team. ➤ the ball touching the antenna, the served ball crossing the net outside the crossing space, etc.... ➤ any player (except the server) stepping outside of his/her court at the moment of the service hit. ➤ the foot faults of the server. ➤ any contact with the antenna on their side of the court by any player during his or her action of playing the ball or interfering with the play. ➤ ball crossing the net outside the crossing space into the opponent's court or touching the antenna on his/her side of the court. ➤ at the 1st referee's request, the line judge must repeat his/her signal.
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26	OFFICIAL SIGNALS
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26.1	REFEREE'S HAND SIGNALS
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	<p>The referee must indicate with the official hand signal the reason for their whistle (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 request.</p> <p>(see Chapter 8, Diagram 10)</p>
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26.2	LINE JUDGE'S FLAG SIGNALS
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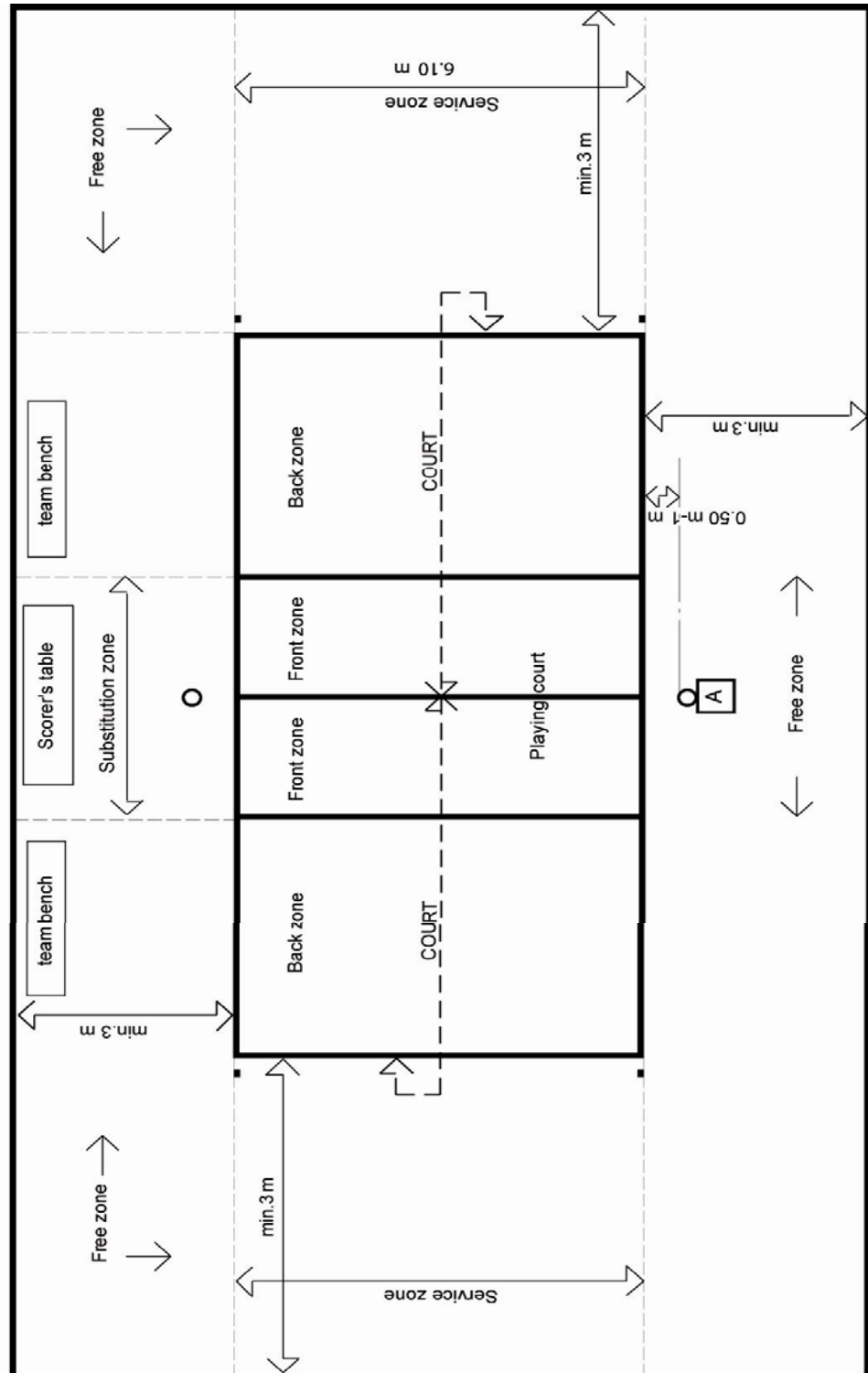
	<p>The line judges must indicate with the official flag signal the nature of the fault called, and maintain the signal for a moment.</p> <p>(see Chapter 8, Diagram 11)</p>
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CHAPTER EIGHT

DIAGRAMS

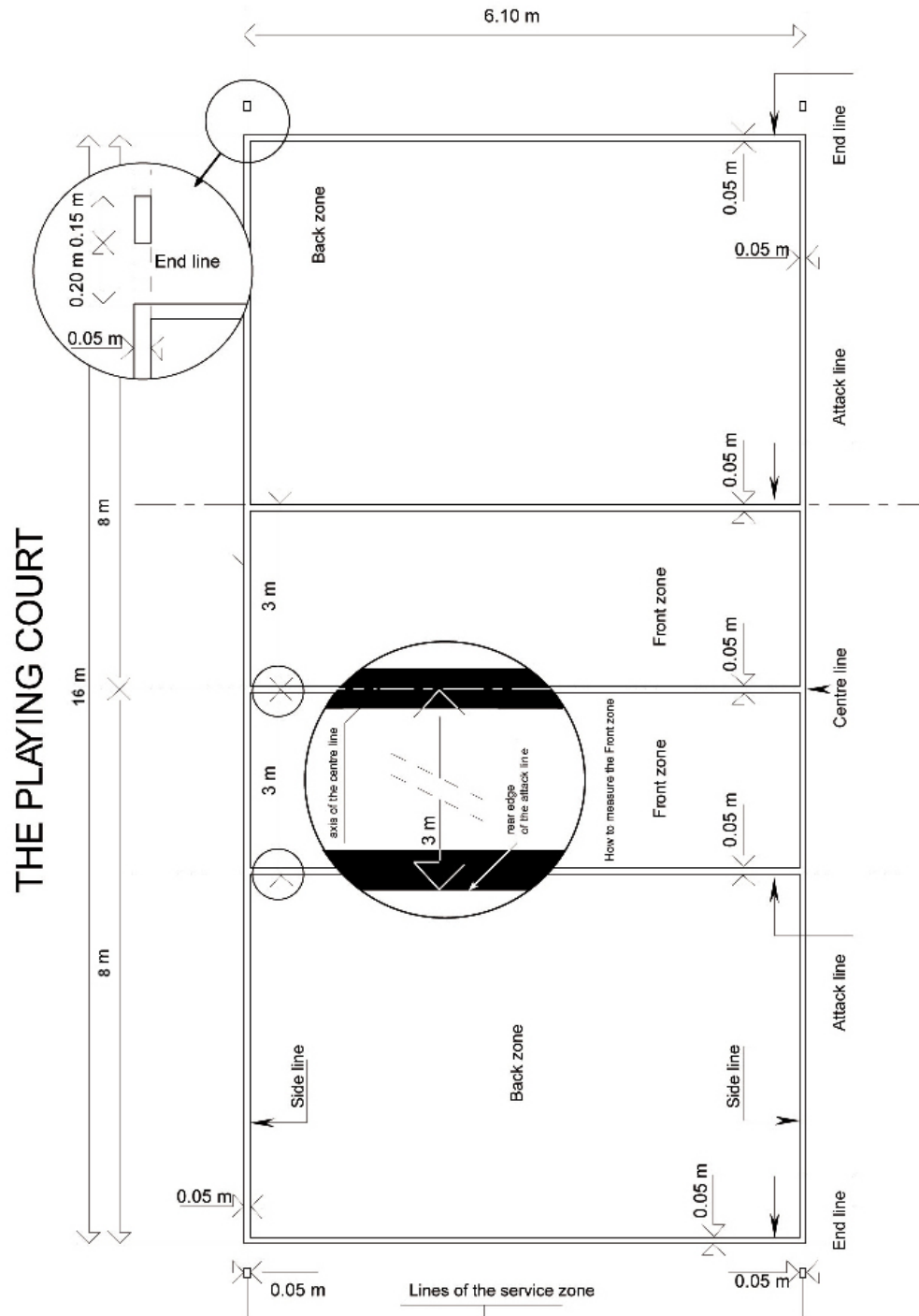
DIAG.

1 PLAYING AREA



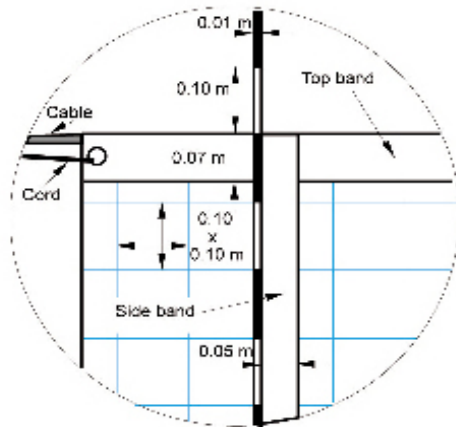
DIAG.

2 PLAYING COURT



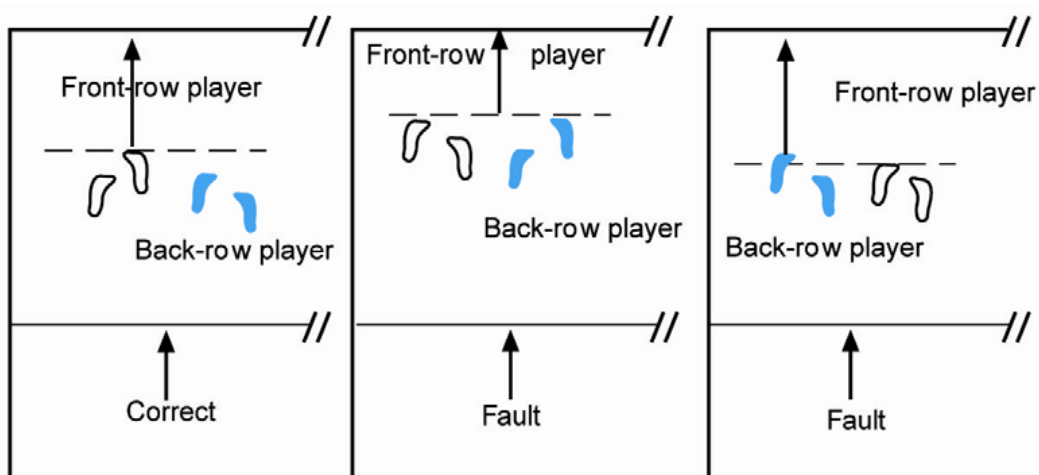
DIAG.

3	DESIGN OF THE NET
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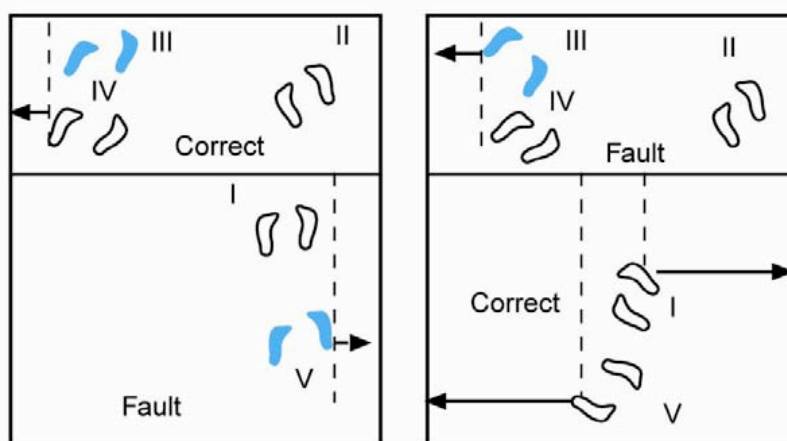


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4 POSITION OF PLAYERS



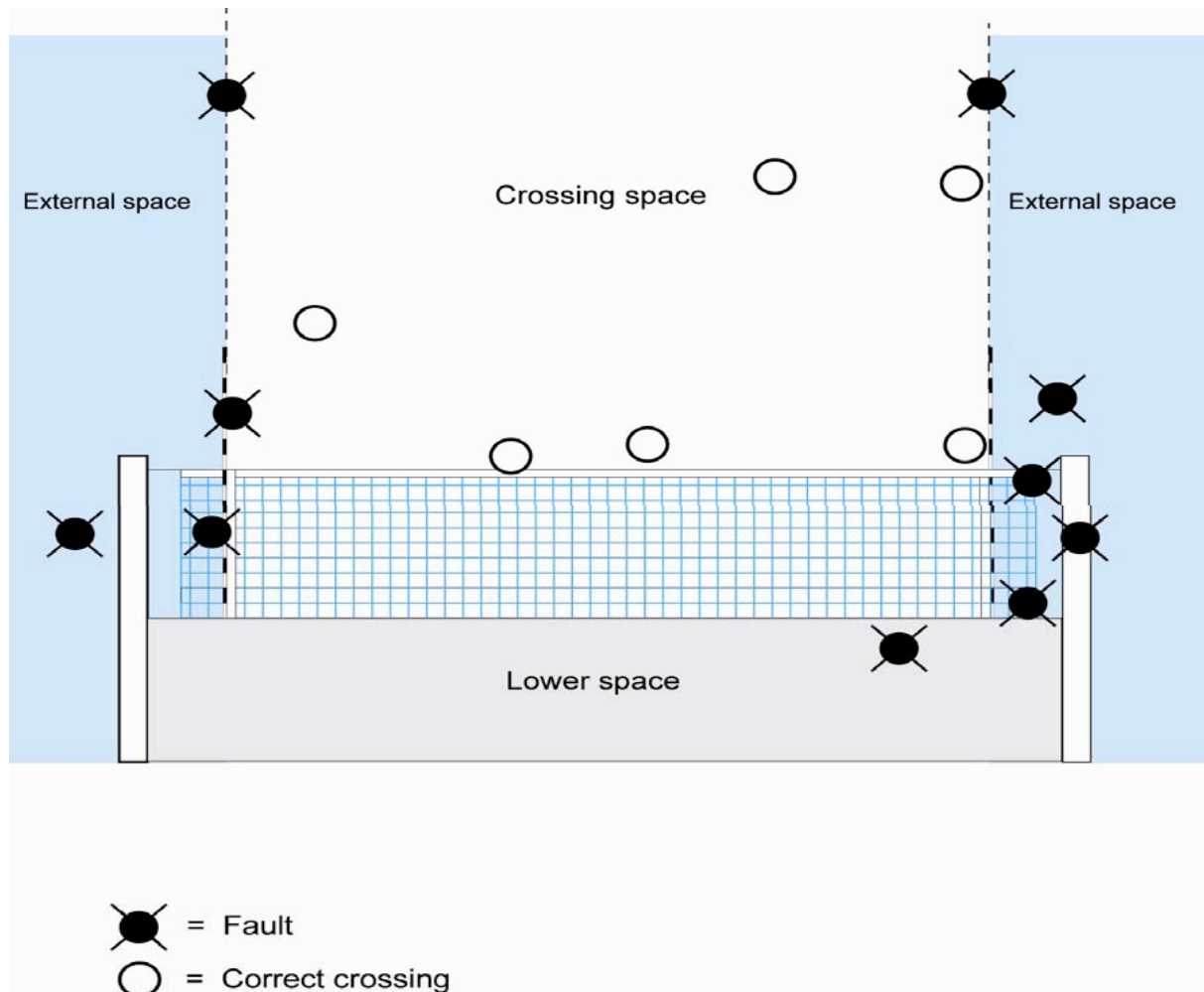
Example A: Determination of the positions between a front-row player and the corresponding back-row players.



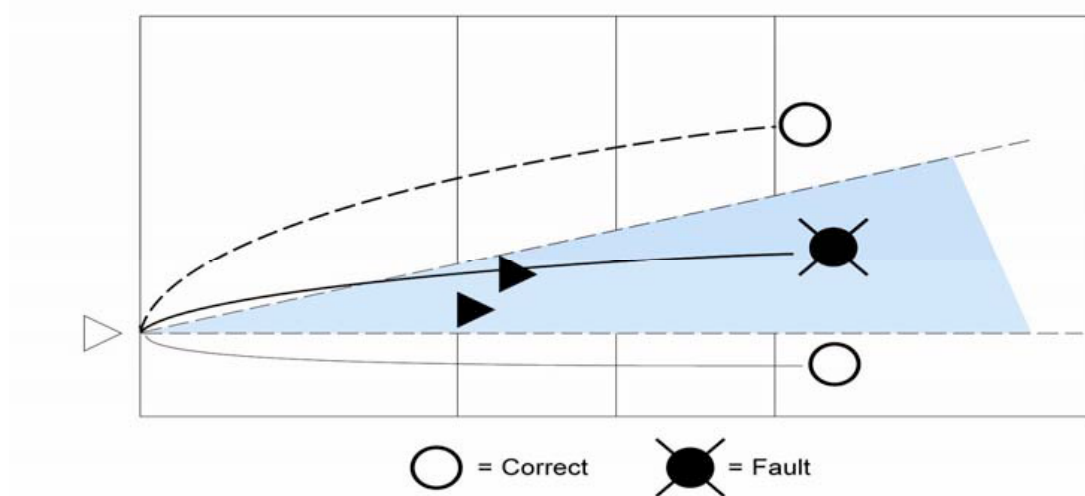
Example B: Determination of the positions between the players in the same row.

DIAG.

5	BALL CROSSING THE VERTICAL PLANE OF THE NET
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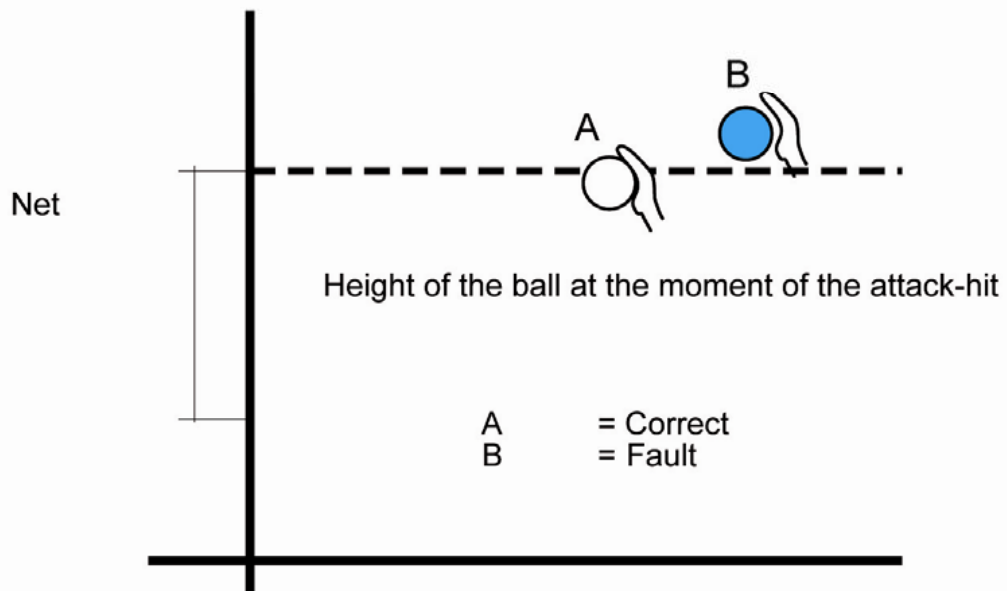
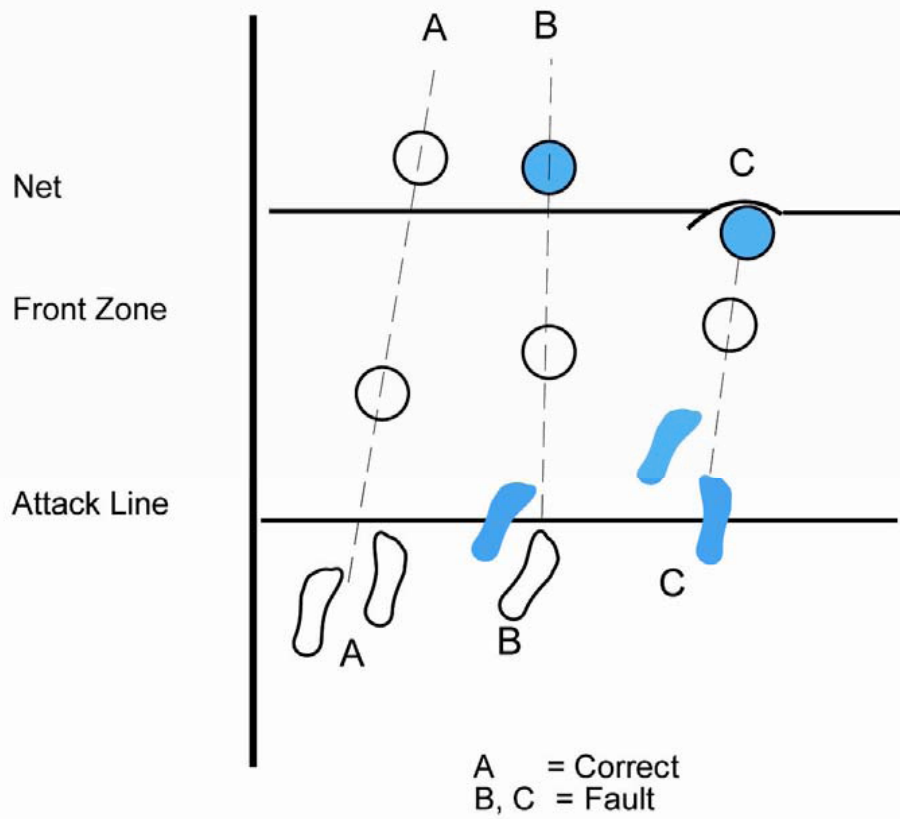


6	COLLECTIVE SCREENING
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DIAG.

7 BACKROW PLAYER'S ATTACK



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DIAG.

8 SANCTION SCALES

8.1 MISCONDUCT SCALES

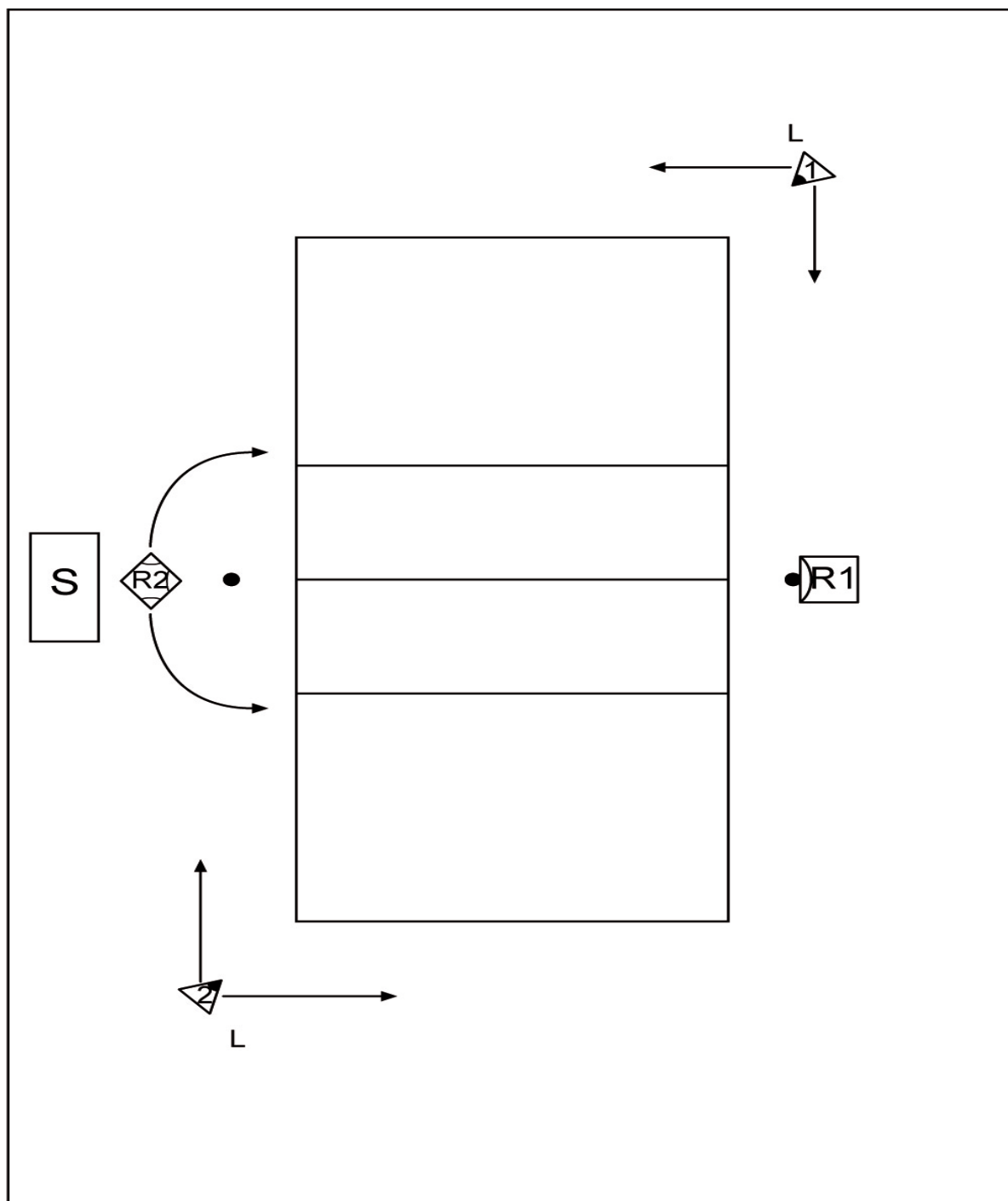
Categories	Occurrence	Offender	Sanction	Cards	Consequences
Rude conduct	First	Any team member	Penalty	Yellow	Loss of rally
	Second	Same member	Expulsion	Red	Shall leave the playing area for the rest of the match.
	Third	Same member	Disqualification	Red+Yellow	Shall leave the competition area for the rest of the competition.
Offensive conduct	First	Any team member	Expulsion	Red	Shall leave the playing area for the rest of the match.
	Second	Same member	Disqualification	Red+Yellow	Shall leave the competition area for the rest of the competition.
Aggression	First	Any team member	Disqualification	Red+Yellow	Shall leave the competition area for the rest of the competition.

8.2 DELAY SANCTION SCALES

Categories	Occurrence	Offender	Sanction	Cards	Consequences
Delay	First	Any team member	Delay Warning	Hand signal N° 25 with green card.	Prevention – No penalty
	Any following	Any team member	Delay Penalty	Hand signal N° 25 with yellow card	Loss of rally

DIAG.

9 LOCATION OF REFEREEING CORPS AND THEIR ASSISTANTS



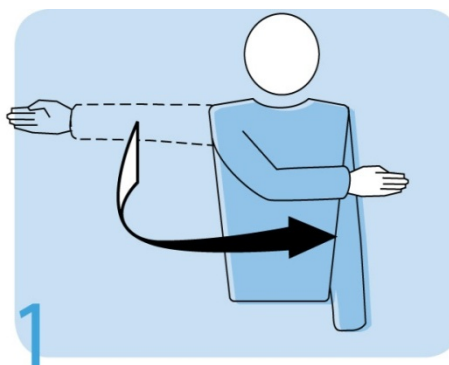
- **R1** = First Referee
- ◊ **R2** = Second Referee
- S** = Scorer (s)
- ▴ **1** = Linesjudges (numbers 1-2)

DIAG.

10 REFEREES OFFICIAL HAND SIGNALS

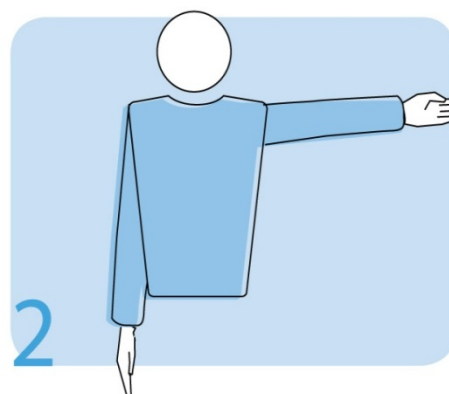
AUTHORIZATION TO SERVE

Move the hand to indicate direction of service.



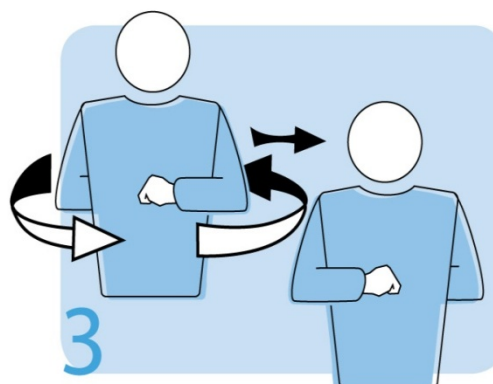
TEAM TO SERVE

Move the hand to indicate the team who has the right of next service.



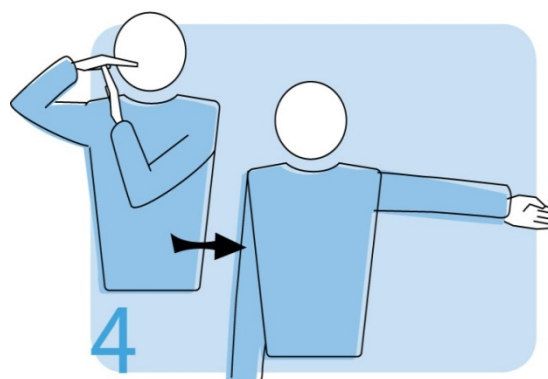
CHANGE OF COURTS

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



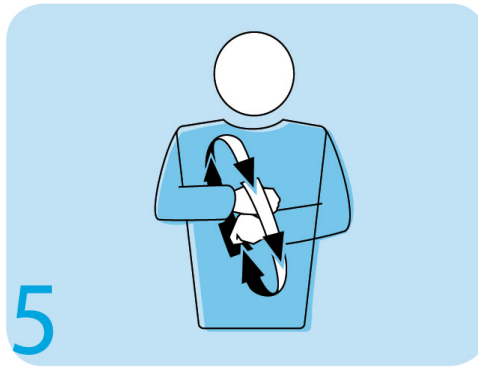
TIME OUT

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



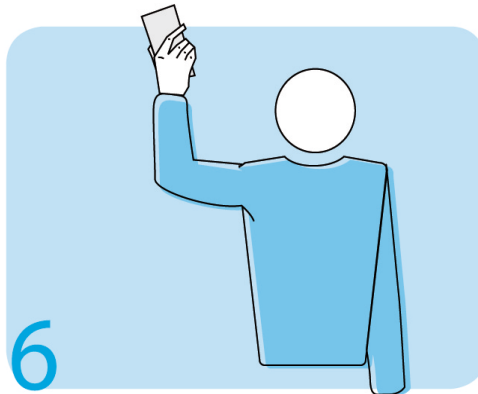
SUBSTITUTION

Circular motion of the forearms around each other.



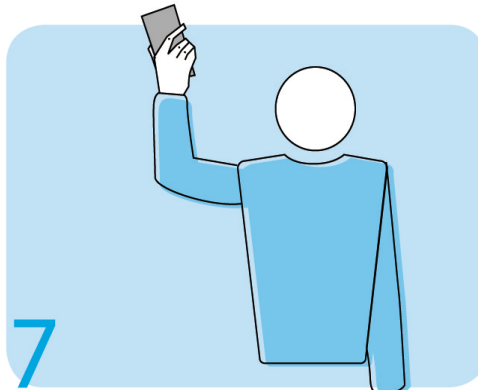
PENALTY

Show a yellow card for penalty.



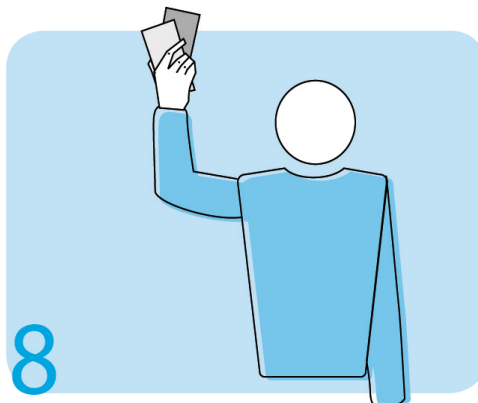
EXPULSION

Show a red card for expulsion.



DISQUALIFICATION

Show both cards (yellow and red) jointly for disqualification.

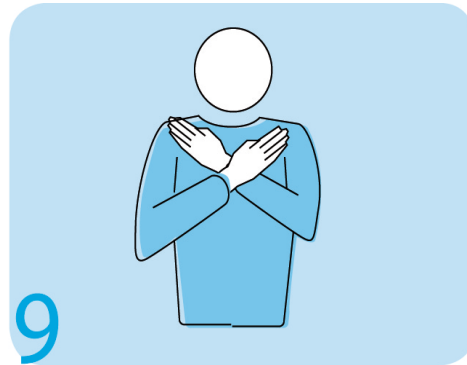


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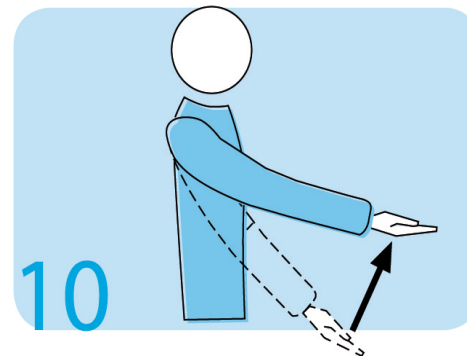
END OF SET OR MATCH

Cross the forearms in front of the chest, hands open.



SERVICE FAULT

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



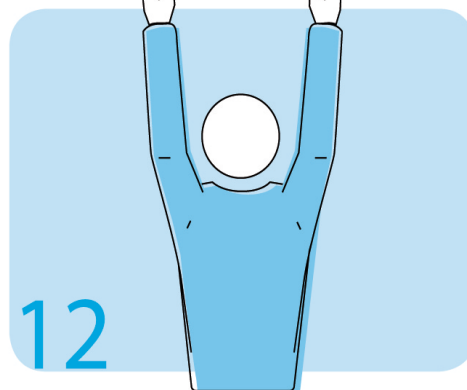
SERVICE DELAY

Raise 5 fingers spread open.



BLOCKING FAULT

Raise both hands vertically

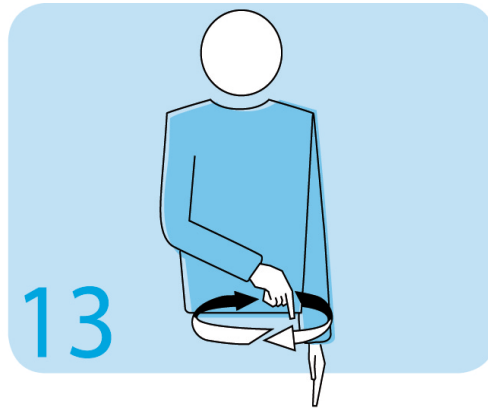


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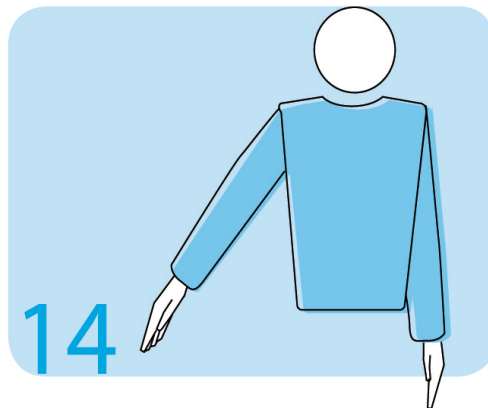
ROTATIONAL FAULT

Make circular motion with the forefinger.



BALL "IN"

Point the arm and finger toward the floor.



BALL "OUT"

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



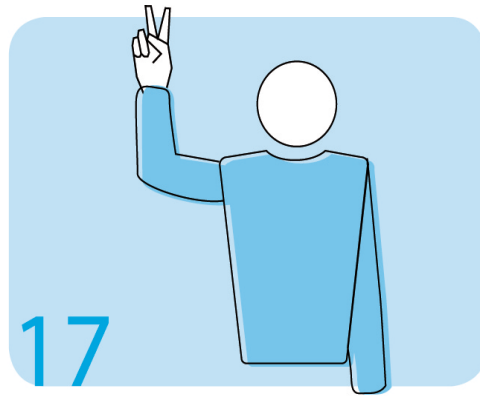
CATCHED BALL

Slowly lift the forearm, palm of the hand facing upward.



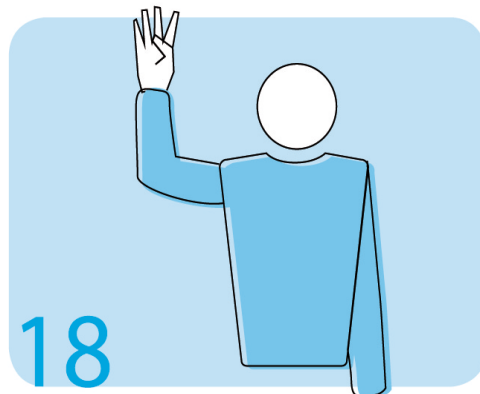
DOUBLE CONTACT

Raise two fingers, spread open.



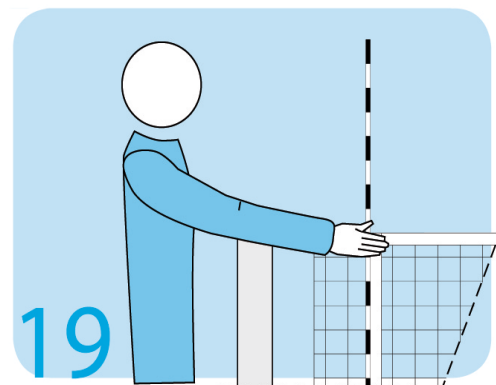
FOUR HITS

Raise four fingers, spread open.



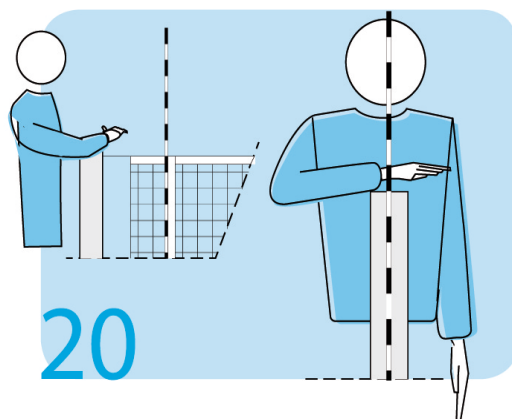
**NET TOUCHED BY PLAYER / SERVED BALL
FAILS TO PASS TO THE OPPONENT THOROUGH
THE CROSSING SPACE**

Indicate the respective side of the net.



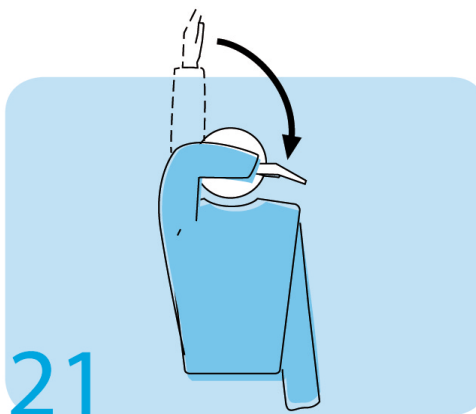
REACHING BEYOND THE NET

Place a hand above the net, palm facing downwards.



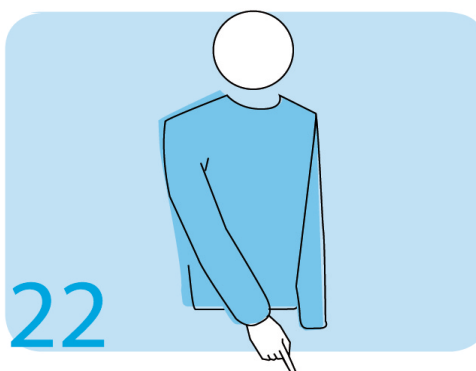
ATTACK HIT FAULT

Make downward motion with the forearm, hand open.



**PENETRATION INTO THE OPPONENTS COURT
OR BALL CROSSING THE LOWER SPACE**

Point to the center line.



DOUBLE FAULT

Raise both thumbs vertically



BALL TOUCHED

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



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DELAY WARNING / PENALTY

Point to the wrist with the green card (warning) / yellow card (penalty) , palm facing the referee.

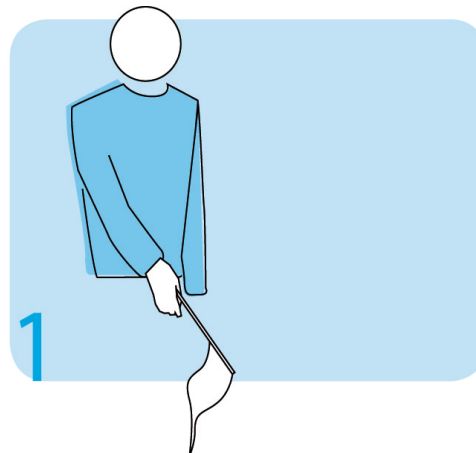


DIAG.

11	LINEJUDGES OFFICIAL FLAG SIGNALS
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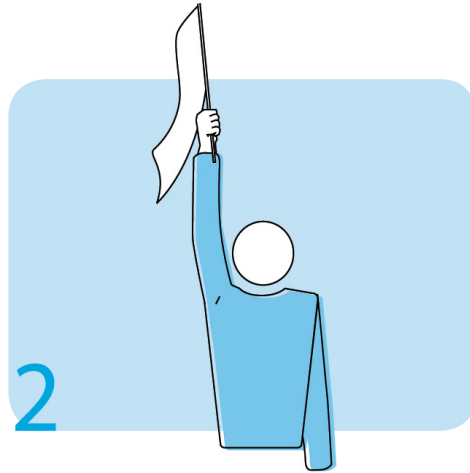
BALL "IN"

Point down with the flag.



BALL "OUT"

Raise flag vertically.



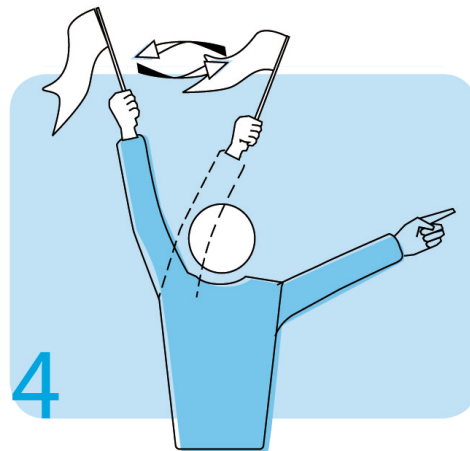
BALL TOUCHED

Raise the flag and touch the top with the palm of the free hand.



BALL "OUT" OR FOOT FAULT BY ANY PLAYER DURING SERVICE

Wave the flag over the head and point to the antenna or the respective line.



JUDGEMENT IMPOSSIBLE

Raise and cross both arms and hands of the chest.

