

DiSK - Digitaler Schiedsrichterkurs

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DiSK - Digitaler Schiedsrichterkurs

DiSK - Digital Referee Course



This course has been created by Gernot Schirmbacher.

A German version of DiSK can be found at www.disk.at .

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1 Introduction



Web-Links

[FIVB Refereeing/Rules](#)

[ÖVV Bestimmungen](#)

This online refereeing course is designed for upcoming referees and active referees who want to refresh or deepen their knowledge. Through illustrations and videos, the rules and their interpretation will be illustrated and a broader knowledge should be created. This course can and should never replace a real referees' course! In most cases the rules are not quoted, but the explanations and examples should help to better understand and implement the rules. You can download the rules on the [FIVB homepage](#). All explanations are based on the FIVB rules.

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3 Organizational matters

In this chapter, organizational matters will be explained.

3.1 Equipment

Clothing

The referees must wear the official uniforms. Indoor shoes are mandatory for all types of clothing!

Guidelines for

Austria

In many regional associations the official uniform of the public transport is also approved.

Burgenland

At official BVV competition matches, both referees are obliged to officiate their matches in dark long trousers (no sweat pants) and in white polo shirts without print (exception: official ÖVV referee clothing or other clothing approved or prescribed by the referee department).

Carinthia

At KVV competition matches, a white polo shirt and black trousers are to be worn. If the red Errea sponsor shirt is available, it must be worn. Starting with the C-licence, the ÖVV referee badge has to be placed in the middle of the chest.

Lower Austria

Every referee must wear the official referee shirt (white long-sleeved polo shirt with NÖVV logo) without exception.

3 - Tournaments

Referees must wear appropriate clothing (official referee T-shirt and tracksuit trousers) when playing in competitions, otherwise, they will lose their refereeing fee or receive a penalty.

Nominations(individual games and tournaments) If referees are appointed by the association, the referee shall conduct the match in the official referee T-shirt and black trousers or in the official referee outfit of the ÖVV, otherwise, the referee fee is lost or a penalty is issued. In any case, both referees must be dressed the same.

Upper Austria

Salzburg

In SVV competition matches, referees are required to wear a white polo shirt and dark trousers. Starting with the C-licence, the ÖVV referee badge has to be placed in the middle of the chest. ÖVV squad referees may also wear the official ÖVV shirt.

Styria

At official STVV competition matches, both referees are obliged to conduct their matches in dark long trousers and in white polo shirts or T-shirts (exception: official ÖVV referee clothing or other clothing approved or prescribed by the SR department)..

Tyrol

'Vorarlberg

For VVV competition games, dark long trousers and a dark blue top must be worn. Alternatively, the official ÖVV referee clothing is also permitted.

Vienna

Each referee must conduct his matches with a white shirt and dark blue or black trousers or dark blue jeans. He must wear his referee badge in the middle of his chest and must carry a sufficiently loud whistle, a wristwatch, a coin or ball token for the coin toss and a yellow and a red card. If a referee has a nomination in a ÖVV competition immediately before or after a VVV match, the referee is also allowed to wear the clothing intended for ÖVV competitions.

When a referee steps in (non-appearance of the assigned referee), he is also allowed to conduct the match in other than the prescribed referee clothing. On the part of the federation, the substitute referee also receives the KSR fee corresponding to his qualification.

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Equipment

Mandatory for all referees:

- Referee whistle (e.g. Fox 40 Classic)
- Cards (yellow, red)
- Coin (for the coin toss)

- Wristwatch (no cell phone!)

The following items are optional, but could help you in some situations:

- Current rulebook
- Competition rules
- Measure tape
- Pressure gauge
- Guides

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3.2 Behavior

Referees

The referees must be in the hall in time. This is necessary so that they can carry out all the necessary preparation without time pressure and they are able to react in time if any problems arise. The appearance of the referees should be self-confident, friendly and in no case arrogant. Unequal treatment of the teams should be avoided. Particularly intimate greetings with individual team members can contribute to a feeling of disadvantage of a team.

It is important that the referees communicate with each other. This applies before the match (match preparation), during the match and after the match (checking score-sheet). A well-coordinated team of referees appears confident and trustworthy.

Keeping to a certain form gives a clear and tidy picture and has a calming effect on all participants. Correct mechanics (e.g. looking at the receiving team of the second referee), the willingness to react to mistakes (whistle in the mouth during the rally) and the behaviour during set intervals and time-outs (no loafing around) indicate the competence of the referees.

Refrain from instructing players, coaches or other officials of a team during the match. Although rules can briefly be explained to them, matches are not the right place and time for teaching rules.

Scorer

The scorer's desk should be clean and tidy. Although the scorer may have non-alcoholic (!) drinks ready, they should be kept in such a way that they do not pose a danger to the scoreboard and score sheet.

If scorers eat on the scorer's table, the referees must stop them. The use of mobile phones impairs concentration on the game and must therefore also be stopped.

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3.3 Protocol

min. before the match	Actions
- 16'	referees: arrival; check IDs, check net height teams: may warm-up on their own side of the court with or without balls
16'	Teams move to their benches, net height check by the referees
15'	Coin toss, signatures of the captains and coaches of both teams on the score sheet (if necessary)
14'	First referee whistles for the official warm-up (players wear uniforms)
12'	Second referee collects the line-up sheets of both teams
6'	<i>Inform coaches that the official warm-up lasts for two more minutes</i>
4'	End of official warm-up, players move to their benches
3'	Presentation of the teams at their baselines
2.30'	referees move to their positions
2'	Presentation of the starting six plus libero and the coach per team; if not applicable: first referee calls the teams onto the court
0'	Authorization of the first service

annotation

General:

- Always be on time!
- Prepare yourself for the match (watch the teams warm up, talk to the coaches)
- Talk to your referee colleague
- Make sure the scorer's table is clean and tidy. Scorers should not use their phones during the match. Let them know!
- Check the numbers of the players and compare them with the scoresheet

30 minutes before the start of the match

- Check the equipment
- Check players lists, IDs
- Talk to the announcer to make sure you will follow the same protocol

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3.4 Coin toss

The **first referee** stands on the **side of team A (to the left of the net as seen from the scorer's table)** near the net post on the sideline, and the **second referee** stands on the **side of team B**, facing the scorer's table. The **team captains** of both teams represent their teams in the coin toss.

The **first referee** assigns each captain a side of the coin and then conducts the coin toss. The **winner of the coin toss** can choose **one of the following options**:

- service
- reception or
- side

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3.5 Presentation of the teams

The **first referee** stands on the **side of team A** (left of the net from the view of the scorer's table) near the net post on the sideline, the **2nd referee on the side of team B**.

For the presentation both teams line up at the base line. The team captain is in the first place, the libero in second place. If there is a second libero, he is in the last place. If the libero is captain, he stands in first place and if there is a second libero, he stays in the last place. It is not specified, whether the captain has to stand close to position 1 or close to position 5.

After both teams have lined up, the first referee blows his whistle. The teams greet each other and go to the respective team benches. Then the first referee moves to his position on the referee's chair.

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3.6 Golden Set

Only valid for some competitions. Please read the corresponding documents!

In some applications, a Golden Set will be played in matches played with a round robin, if...

...one team wins the first leg 3:0 or 3:1 and the other team wins the second leg 3:0 or 3:1.

...one team wins the first leg 3:2 and the other team wins the second leg 3:2.

The following rules apply with regard to the Golden Set rule:

- The golden set is played to 15 points.
- When one team has reached 8 points, the courts are changed
- A Golden Set is written on an extra match report and starts 3 minutes after the end of the previous match.
- It counts as a continuation of the previous game, i.e. the list of players, including Libero(s), must be identical to that of the previous game.
- Players who have been disqualified in the match or who are no longer eligible to play due to an exceptional substitution are also not allowed to play in the Golden Set.
- On the (new) match report for the Golden Set only the 5th set will be filled in. The player list can be filled in with "See game #game number#", because it must be identical to the one of the previous game. For e-scoring, a Golden Set can be selected after the game is finished.

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3.7 Time-Outs



In volleyball, there is no medical-time-out like in beach volleyball, only recovery time (see [injuries](#)) may be granted.

Team-Time-Out

Team time-outs can be requested by the team's coach as long as the ball is out of play and the service has not been authorized yet. If a time-out is requested at the same time or after the authorization of the service, an improper request has to be recorded.

Each team is entitled to two time-outs per set. The duration of each team time-out is 30 seconds.

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3.8 Teams

Team Composition

Each team must consist of a minimum of six and a maximum of fourteen players. One or two players can be designated as the libero. The libero(s) must be recorded in the players list as well as in the column "Libero Players ("L")".

Permitted team compositions:

6 players	no libero
7 players	no or one libero
8 to 11 players	no, one or two liberos
13 or 14 players	two liberos mandatory

A player must be marked as the team captain by circling the respective player number.

One coach (C), two assistant coaches (AC1, AC2), one therapist (T) and a doctor (M) can be recorded as officials of a team on the score sheet.

OFFICIALS		
PLESSL	C	CHRTIANSKY
FICHTINGER	AC ¹	GAVAN
LAURE	AC ²	
	T	
	M	

OFFICIALS		
PLESSL	C	CHRTIANSKY
FICHTINGER/LAURE	AC	GAVAN
	T	
	M	

Fig. 1: How to record AC1 and AC2 on the scoresheet.

General requirements

All players who are not on the court must either sit on their bench or stay in the warm-up zone.

Player-coaches, if they are not on the court and wish to exercise their right to stay in the coaching zone, must wear a training jacket or something similar to distinguish themselves from the active players on court. For player-coaches who act as a libero, the differentiation by the libero jersey is not enough.

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3.9 Captain

Captain

Before the match, each team must nominate a team captain. This can be any player who is recorded on the players list, **also the libero**. On the scoresheet, the team captain has to be marked by a circle around his number, on the e-scoresheet he has to be selected accordingly.

The team captain is to be marked by a strip below his number on the front of his jersey. Should he leave the field of play, he or the team coach shall appoint a new captain, the so-called match captain.

Rights

The captain on court has the right to ask the referees about the interpretation or application of the rules. If he does not agree with the statement, he may lodge a protest and later note it in the match report. Furthermore, he can ask to have parts of the equipment replaced, to have the current team line-up checked (2nd referee) and to have any irregularities in the net, balls or playing surface checked. Should the coach participate in the game himself, the current captain takes over his rights and duties, e.g. requests for time outs.

Duties

After the match, the team captain must shake hands with the referees, have any protest recorded and verify the result by signing (match report) or entering the code (e-scoring).

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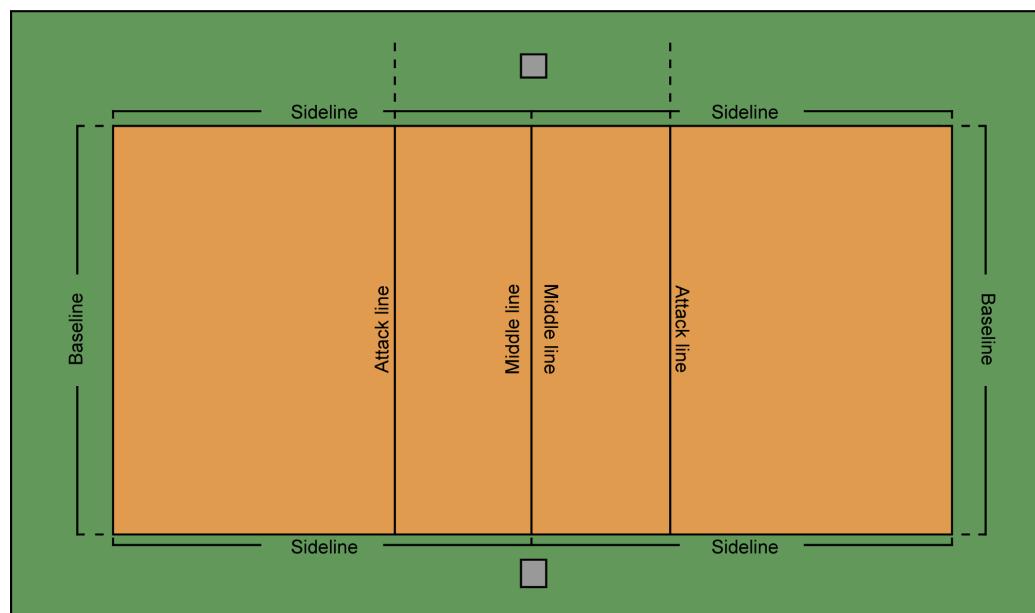
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3.10 Competition and Playing area

Court

The court measures 18 x 9 meters and is surrounded by free zones. The center line divides the court into two halves of 9 x 9 meters. All lines that border the field of play or the front zones must be 5 cm wide. The lines always belong to the zone that delimits them: therefore, the attack lines belong to the front zone and the baselines and sidelines belong to the playing field.



 **Fig.: Court**

Playing area

The playing area is composed of the court and the free zone.

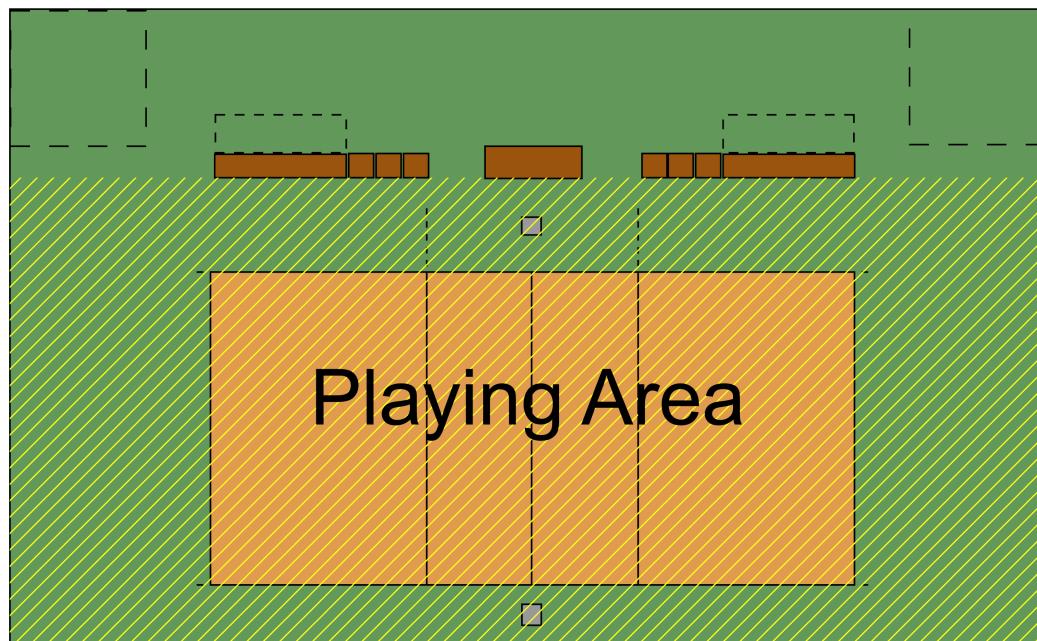
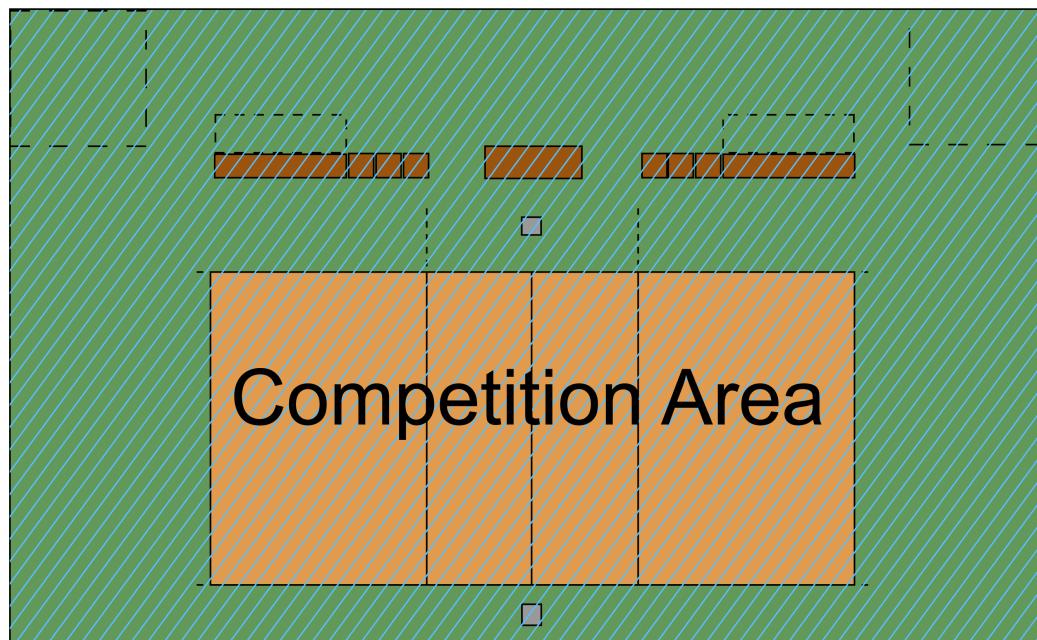


Fig. 2: The court is surrounded by the free zone and is bounded by a perimeter (e.g., boards), the scorer's table, and the team benches.

Competition area

The competition area includes the playing area and the area around it to the end of the hall, the spectator areas or another boundary.

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Areas and zones on the competition area

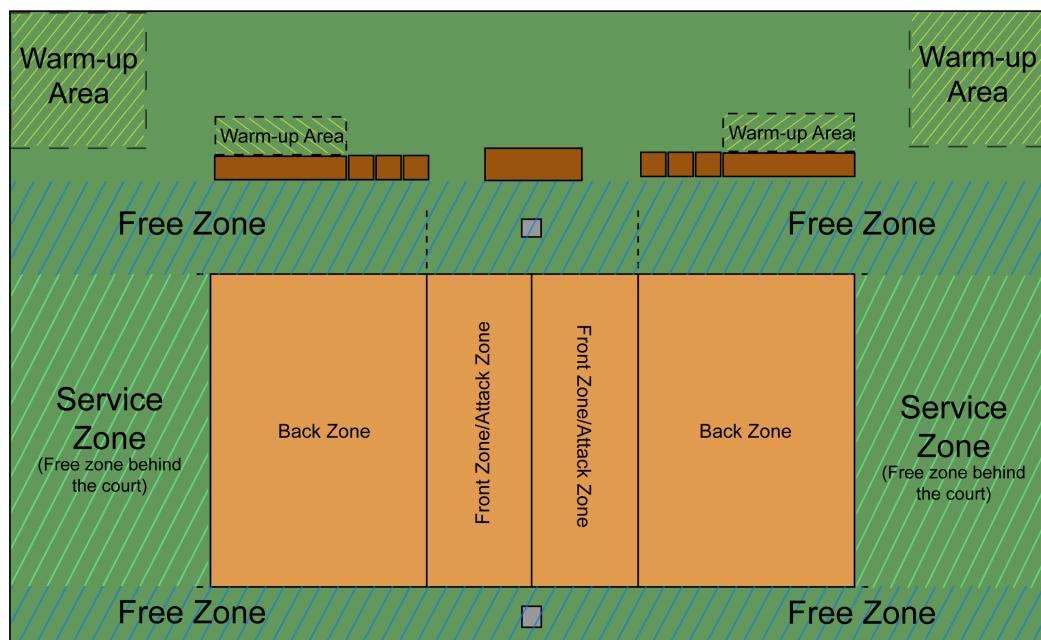


Fig. 3: The warm-up areas can be behind the bench or outside the free zone in the corner, in any case, the same for both teams. The home team specifies where they are. Both teams have to comply with it.

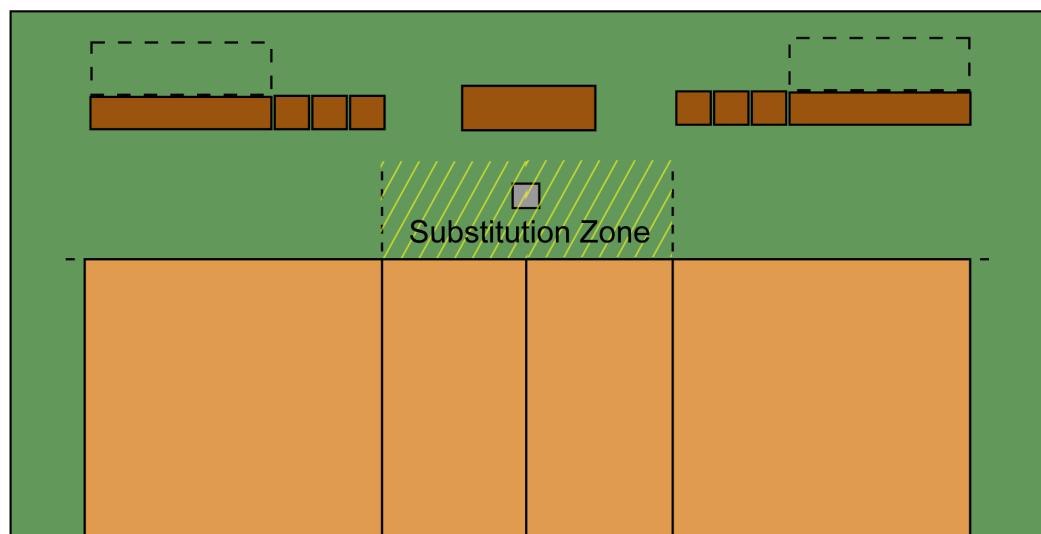


Fig.: The substitution zone is from the extension of the attack line to the imaginary extension of the center line on both sides.

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3.11 Announcer

Often hall announcers approach the referees to discuss the procedure before the match. The most common way of doing this is:

3 minutes before the start of the match: Teams and referees line up in the middle of the court. Announcement of the match dates (league, cup, phase); welcoming the teams and captains.

Example

"Welcome to the first game of the playoff of the first league. On the left, we have the away team X, represented by captain A. On the right, home team Y, represented by captain B."

""Handshake between the teams, teams leave the field of play "" **Introduction of the referees**

Example

"The first referee for today's game is John Doe of Austria. The second referee is Jane Doe from Switzerland."

2 minutes before the start of the match: the starting six plus libero is called to the court one by one, starting with the visiting team; introduction of the coach

Example

"For the away team, starting with the number one . . . Coach is XY. For the home team. . . Coach is YZ.":

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4 Match Officials

Match Officials

Match officials are the two referees, the scorers and, if available, the linesmen. Impartial and neutral behavior is expected of all members.

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4.1 First referee

The first referee directs the game from a referee's chair on the opposite side of the scorer's table. The eye level of the first referee should be about 50 cm above the top of the net.



Fig. 4: First referee

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4.1.1 Rights of the first referee

The first referee is the highest authority of the match officials. He is responsible for the management of the match and all procedures before and after the match. He has the final authority to make decisions. He may make decisions at his own discretion during the match if the incidents are not regulated in the rules.

If any member of the match officials fails to perform his duties properly or, for whatever reason, is no longer able to perform his duties, this person may be replaced by the first referee.

The first referee has the right to communicate with the team captains (if applicable the game captain) of the respective team. On the one hand, he must answer questions about the interpretation of the rules, on the other hand, he can give instructions and issue warnings or sanctions.



23. ff.

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4.1.2 Duties of the first referee

Before the match

The first referee must check that the net, equipment and court are in good condition. He must have any defects rectified by the hall manager or the responsible person of the home team.

He is responsible for checking the entry lists and identity cards of both teams. Players who are not on the entry list may take part in the game, but play at their own risk (penalty verification in case of improper entry). People who cannot identify themselves are not eligible to play or be part of the match. This also applies to people who are personally known by the referee.

During the match

The first referee decides on

- Positional faults of the serving team
- Faults playing the ball
- Faults of the liberos
- Faults at the net (blocking fault, reach beyond the net, attack hit faults)

He is responsible for maintaining a fair match. He may impose warnings or sanctions in the event of unsportsmanlike conduct.

After the match

RESULTS											
TEAM	U	V	C	A	B	T	I	R	TEAM		
"T"	S	W	P (Points)	SET (Duration)		P (Points)	W	S	"T"		
0	3	1	25	1 (22)		23	0	4	2		
2	2	0	21	2 (21)		25	1	2	1		
2	6	1	28	3 (24)		26	0	6	2		
1	2	0	22	4 (21)		25	1	0	1		
2	4	1	15	5 (16)		13	0	4	2		
7	17	3	111	Total Set Duration (104 mn)		112	2	16	8		
Match Starting Time 20 h 15 mn			Match Ending Time 22 h 11 mn			Total Match Duration 1 h 56 mn					
WINNER				U	V	C	3 : 2				

Fig. 5: Results column

At the end of the game, he is the last person to check the scoresheet and sign it. He has to check:

- The score and the winner (green)
- Transfer of records to the Results column (black)
- Totals of the individual records (red)



23. ff.

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4.2 Second referee

The second referee is the assistant to the first referee, with his own rights and duties. He stands in front of the scorer's table.



Fig. 6: Second referee

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4.2.1 Rights of the second referee

The second referee controls the work of the scorers and assists them if necessary. He also keeps order on the benches and warm-up areas.

He authorizes and controls game interruptions (time-outs, substitutions). The second team time-out and fifth and sixth substitution of each team is reported to the first referee and the coach concerned by the second referee.

The second referee may whistle faults (In, Out) if the first referee is in no position to see it. Under no circumstances may he whistle ball handling faults.

In case of injuries, the second referee allows an exceptional substitution or, if necessary, the 3-minute recovery time.

If the first referee is no longer able to fulfil his duties during the match, the second referee may take his position.



24. ff.

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4.2.2 Duties of the second referee

Before the match

The second referee shall assist the first referee in checking the entry lists and identity cards of the two teams. He also selects an appropriate number of match and replacement balls and checks their pressure.

The second referee collects the line-up sheets from the two coaches 12 minutes before the start of the match. In all subsequent sets, he does this during the 3-minute set interval.

During the match

The second referee decides on:

- Positional faults of the receiving team
- Penetration and interference under the net
- Net faults
- Balls hitting external objects (antenna, rods, cables) on his side
- Blocking faults by a back-row player or libero
- Balls touching the ground or an external object where the first referee has no view of it
- Attack hit faults by a back-row player or a libero

In addition, it is the responsibility of the second referee to authorize substitutions and team time-outs and to observe the duration of time-outs. Multiple substitutions are coordinated by the second referee so that the scorers can clearly identify and record the players being substituted.

Between two sets, the second referee must obtain the line-up sheets from the two coaches and hand them to the scorers. The duration between two sets is three minutes. This time is measured from the last point of the previous set to the authorization of the first service of the next set. This means that the teams should be called back onto the court after about two minutes and 15 seconds.

The second referee calls the teams onto the court in sets 2 to 5. The second referee should always check the order on the benches.

After the match

RESULTS											
TEAM	U	V	C	A	B	T	I	R	TEAM		
"T"	S	W	P (Points)	SET		(Duration)	P (Points)	W	S	"T"	
0	3	1	25	1	(22)		23	0	4	2	
2	2	0	21	2	(21)		25	1	2	1	
2	6	1	28	3	(24)		26	0	6	2	
1	2	0	22	4	(21)		25	1	0	1	
2	4	1	15	5	(16)		13	0	4	2	
7	17	3	111	Total Set Duration (104 mn)			112	2	16	8	
Match Starting Time 20 h 15 mn			Match Ending Time 22 h 11 mn			Total Match Duration 1 h 56 mn					
WINNER				U V C		3 : 2					

 Fig. 7: Results column

At the end of the game, he is the second last person to check the scoresheet and sign it.

He has to check:

- The score and the winner (green)
- Transfer of records to the Results column (black)
- Totals of the individual records (red)



24. ff.

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4.3 Scorer

There is a scorer and an assistant scorer. The scorer is responsible for filling out the scoresheet, the assistant scorer for operating the manual and electronic scoreboard as well as the buzzer. The scorers sit opposite the first referee at the scorer's table.



Scorers are match officials and, therefore, have to act neutral!

Further links:[Behavior of scorers](#)[Scoresheet](#)**License**

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**4.4 Line judges**

A distinction is made between the 2- and 4-line judge system. The positions of the line judges are named 1 to 4 counterclockwise, starting at the first referee. While in the 4-line-judge-system all positions are taken, in the 2-line-judge-system only positions 1 and 3, but here named 1 and 2, are taken.

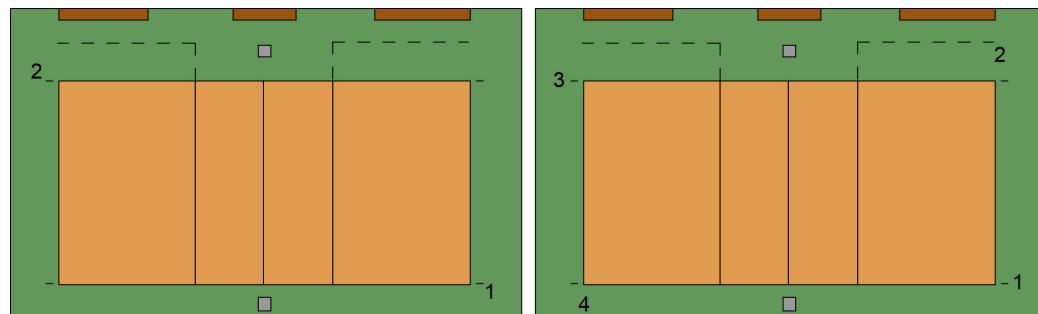


Fig. 8: Positions in a 2-line-judge-system (left) and a 4-line-judge-system (right)

2-line-judge-system

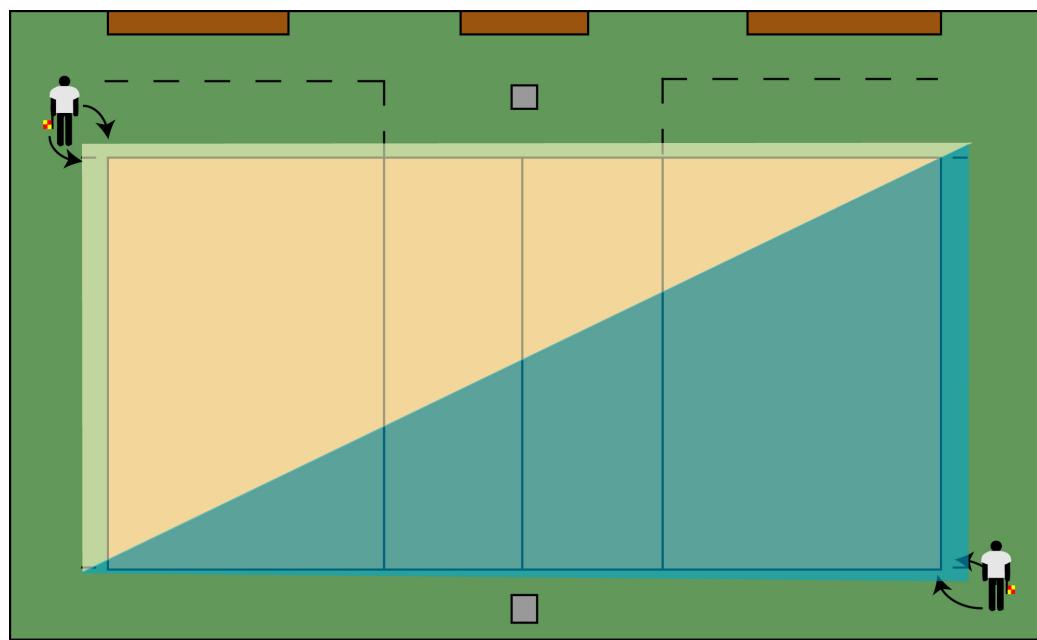


Fig. 9: 2-line-judge-system

In the 2-line-judge-system, the line-judges are located at positions 1 and 3 and must observe one long and one short line and the corresponding antenna and make appropriate decisions. The line judges should take up a position about 1 to 2 metres from the corner. Depending on the game situation, they should change their position in the alignment of the lines.

Positions during intervals - 2 line judges

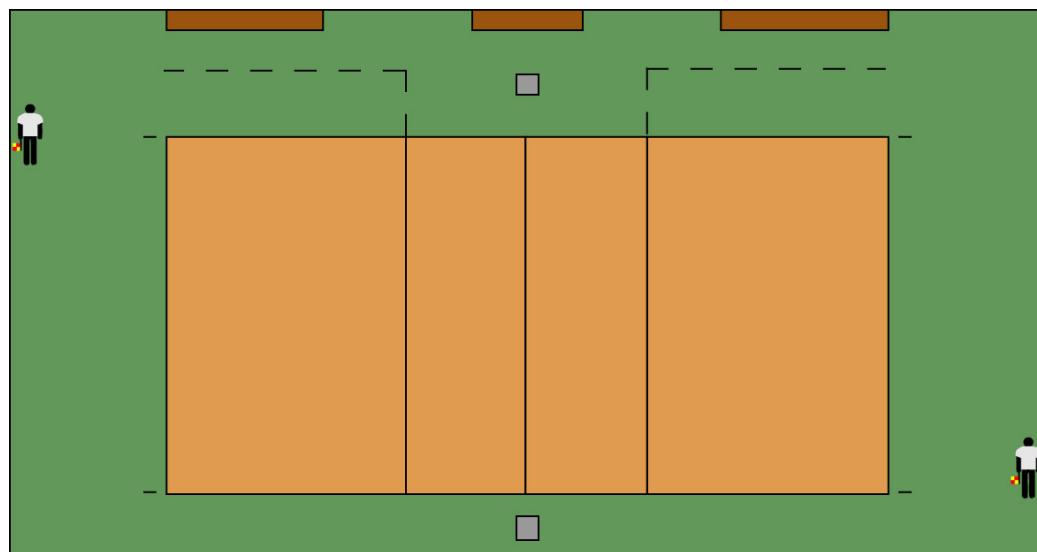


Fig. 10: 2-line judge system - positions in time-outs

During team time-outs the line judges go to the board in the extension of their long line.

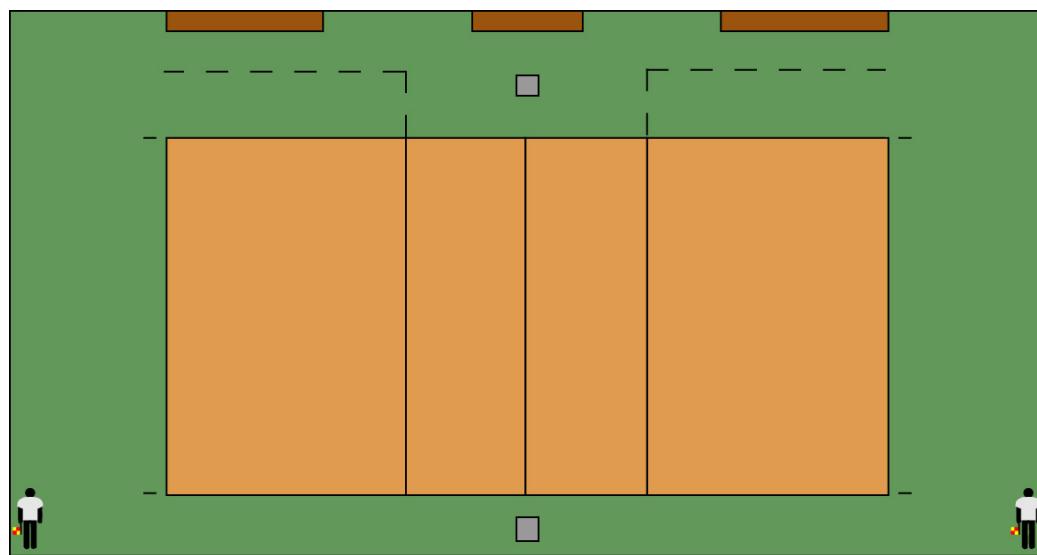


Fig. 11: 2-line judge system - positions in set intervals

During set intervals, the line judges go to one of the corners, each on his half of the court.

4-line judge system

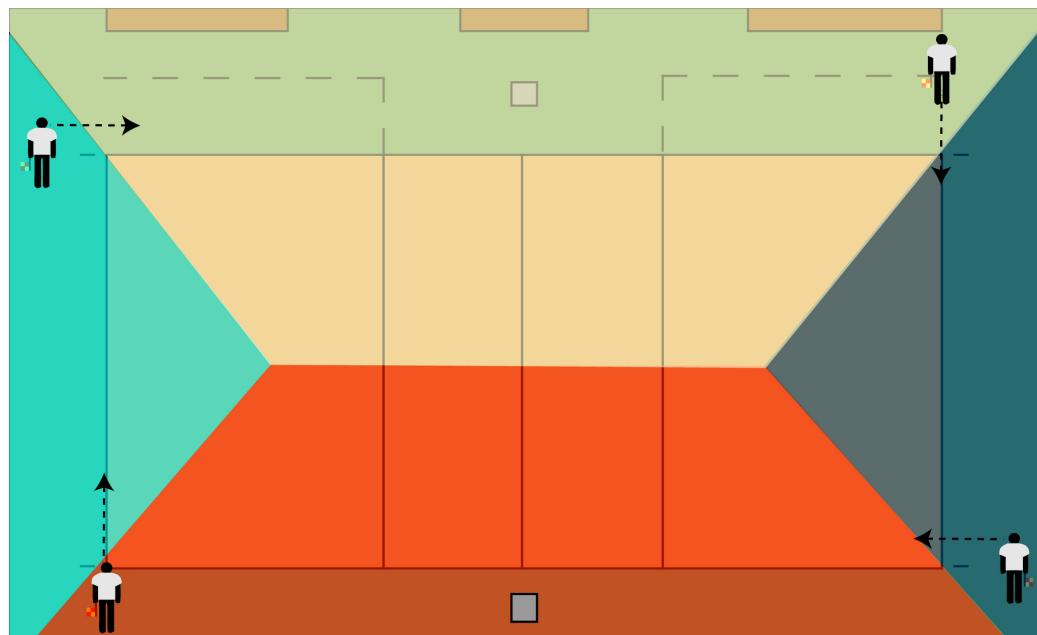


Fig. 12: 4-line judge system

In the 4-line judge system, the line judges are located at all corners of the court. They must observe either one long or one short line and make decisions accordingly. The line judges should take up a position approximately 2 to 3 metres away from their corner.

Positions during intervals - 4 line judges

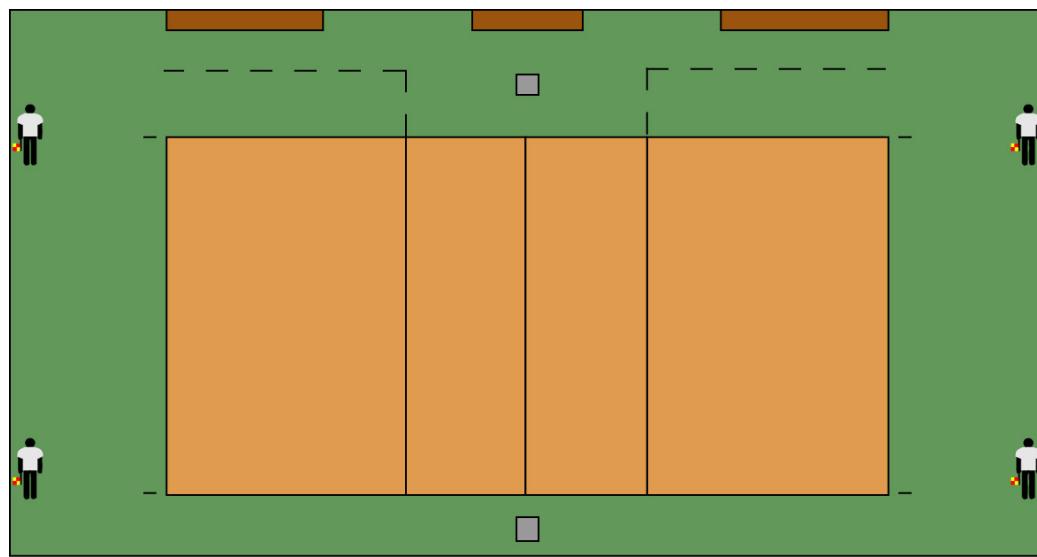


Fig. 13: 4-line judge system - positions in time-outs

During team time-outs, the line judges go to the board in the extension of their long line.

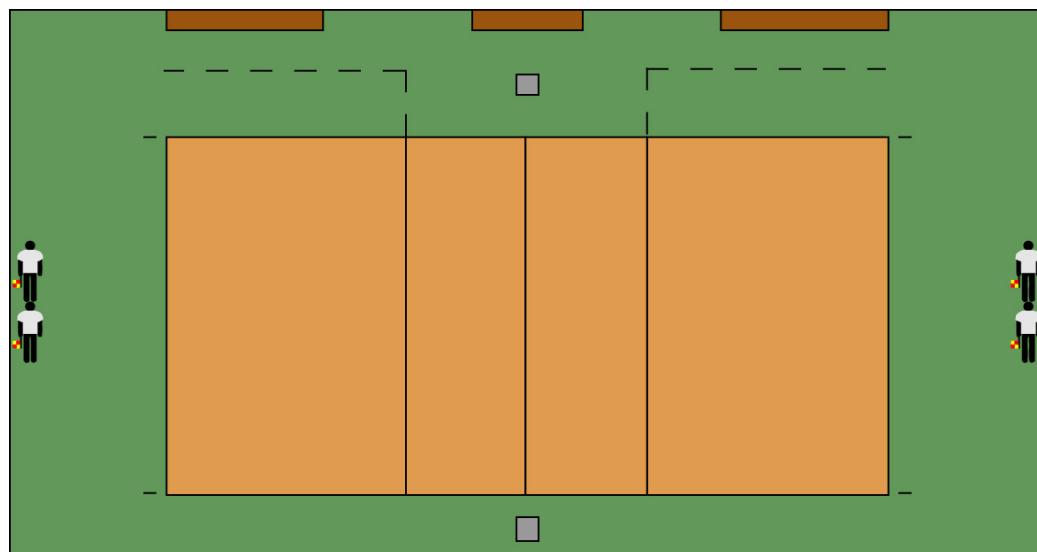


Fig. 14: 4-line judge system - positions in technical time-outs

During technical time-outs, the line judges go to the board in the middle of the respective service zone.

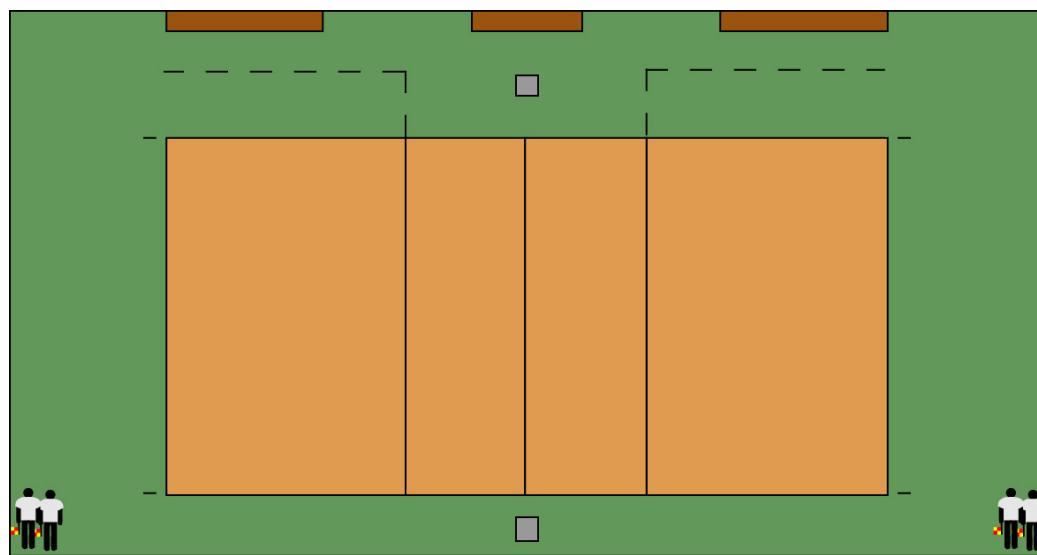


Fig.:

During set intervals, the line judges go to one of the corners, each on his half of the court.

Duties

Line judges signal to the referee:

- In, out and touch
- Balls touching external objects (antenna, ceiling, referee's chair, net posts, tensioning ropes...)
- Foot fault of the serving player
- Crossing space faults
- Players who are (partially) outside the court at the time of the release of the ball for the service
- Players touching the top 80 cm of the antenna in their playing action

Line judge signals

All line judge signals can be found in hand signals.

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5 Score sheet

All information relevant to the match is recorded in the score sheet. It is used, among other things, to record the participating players of a match, to check the score, to note any sanctions and as the final confirmation of the final result by the captains of both teams and the referees.

For the explanation of the score sheet, the fictitious match between two 1. Bundesliga teams **UVC Graz** and **Hypo Tirol** in the **Union A** hall on 17.11.2014 at 20:15 will be used.

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5.1 Preparation

Match information

Name of the Competition: AVL1-H-GD																		
City	G, R, A, Z			Country Code:	A, U, T		Date	1	7	1	1	4	Time	2	0	:	1	5
Hall	U, N, I, O, N, A			Pool/Phase	G, D		Match N°	2		3			D	M	Y	H	mm	
Division:	Men	<input checked="" type="checkbox"/>	Women	<input type="checkbox"/>	Category:	Senior	<input checked="" type="checkbox"/>	Junior	<input type="checkbox"/>	Youth	<input type="checkbox"/>	A or B	<input type="radio"/>	U, V, C	TEAMS vs	T, I, R	<input type="radio"/>	A or B

Fig. 16: Match information

Before the match, all data of the match must be recorded in the score sheet:

- **Name of the Competition**
- **City:** The city/town where the match is played
- **Country Code:** Alpha-3 code
- **Hall:** The name of the hall
- **Pool/Phase:** Phase in which the championship/cup is currently in
- **Match N°:** The match number
- **Date:** Date on which the match takes place
- **Time:** The appointed time. If the game starts later due to a delay, the time at which the game was originally scheduled must still be entered
- **Division:** men's game (men) or women's game (women)

- **Category:** Age group (open classes are "Senior")
- **Teams:** abbreviation of the teams as well as the assignment of A or B (after the draw). The teams keep these letters for the rest of the game.

Player list

(A) <small>A or B</small>	U	V	C	TEAMS	T	I	R	<small>A or B</small>	(B)
Nº	Name of the player			Nº	Name of the player				
18	BUCHEGGER			12	BERGER				
16	DYNKOWSKI			14	DUARTE DA S.				
3	ERTL			11	FRANCES				
6	MENNER			5	GAVAN				
17	MOZER			17	HARTHALLER				
8	PENOLIO			13	JIMENEZ Z.				
5	SCHACHINGER			9	KASZAP				
2	STEIDL			7	KORAIMANN				
4	STEINER			4	PEDA				
14	SWOBODA			3	RAK				
				8	TUSCH				
LIBERO PLAYERS ("L")									
7	BLAHA			2	SHOJI				
1	LAURE								
OFFICIALS									
PLESSL		C		CHRTIANSKY					
FICHTINGER		AC ¹		GAVAN					
LAURE		AC ²							
		T							
		M							
SIGNATURES									
Team Captain		Team Captain							
									
Coach		Coach							
									

 Fig. 17: Filled player list

One official of each team must complete his team's player list before the match. Both, the **jersey number** of each player and at least the **surname** must be noted. If there are two players in a team with the same surname, the first letter(s) of the first name must be added until a clear distinction is possible. All players who want to take part in the match must appear in the player list.

The team captain of each team is marked by circling his number.

!
important

There is a different approach in

Austria

.

A <small>or B</small>			U	V	C	TEAMS	T	I	R	A <small>or B</small>	B
Nº Name of the player						Nº Name of the player					
7	BLAHA		12	BERGER							
18	BUCHEGGER		14	DUARTE DA S.							
16	DYNKOWSKI		11	FRANCES							
3	ERTL		5	GAVAN							
1	LAURE		17	HARTHALLER							
6	MENNER		13	JIMENEZ Z.							
17	MOZER		9	KASZAP							
8	PENOLIO		7	KORAIMANN							
5	SCHACHINGER		4	PEDA							
2	STEIDL		3	RAK							
4	STEINER		2	SHOJI							
14	SWOBODA		8	TUSCH							
<hr/>						<hr/>					
LIBERO PLAYERS ("L")											
7	BLAHA		2	SHOJI							
1	LAURE										
OFFICIALS											
PLESSL		C		CHRTIANSKY							
FICHTINGER		AC ¹		GAVAN							
LAURE		AC ²									
		T									
		M									
SIGNATURES											
Team Captain			Team Captain								
Coach			Coach								

Fig. 18: The libero has to be recorded in the players and the libero players section.

Officials

OFFICIALS		
PLESSL	C	CHRTIANSKY
FICHTINGER	AC ¹	GAVAN
LAURE	AC ²	
	T	
	M	

OFFICIALS		
PLESSL	C	CHRTIANSKY
FICHTINGER/LAURE	AC	GAVAN
	T	
	M	

Fig. 19: Recording AC1 and AC2 in the older and newer score sheets

As officials one **coach** (C), two **assistant coaches** (AC1, AC2), one **therapist** (T) and one **doctor** (M) may be present. All of them must be recorded on the match report sheet by name.

Match officials

APPROVAL				
Referees	Name	Country	Signature	
1 st	ISAJLOVIC, S.	AUT		
2 nd	KULHANEK, E.	AUT		
Scorer	GLANZER, P.	AUT		
Assistant Scorer	BROCOLLI, O.	SWE		
	1	Line Judges	2	
	3		4	
	(A)	Team Captains	(B)	

 Fig. 20: Match data

Under "Approval", the referees and the scorer(s) are recorded:

- **1st:** Name of the first referee
- **2nd:** Name of the second referee
- **Scorer:** Name of the scorer
- **Assistant Scorer:** Name of the assistant scorer

If available, the line judges are also recorded here according to their positions in the match (1-4).

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5.2 After the coin toss

Result of the coin toss

Name of the Competition : AVL1-H-GD				
City	G, R, A, Z	Country Code:	A, U, T	Date 1, 7, 1, 1, 4
Hall	U, N, I, O, N, A,	Pool/Phase	GD	Time 2, 0, 1, 5
			Match N° 2, 3	D M Y H mn
Division :	Men <input checked="" type="checkbox"/> Women <input type="checkbox"/>	Category :	Senior <input checked="" type="checkbox"/> Junior <input type="checkbox"/> Youth <input type="checkbox"/>	A or B <input checked="" type="radio"/> A <input type="radio"/> B U, V, C TEAMS vs T, I, R <input checked="" type="radio"/> B A or B

 Fig. 21: Assignment of A and B

After the coin toss, the assignment of "A" and "B" per team is made. The team that plays on the left of the scorer's table in the first set will be assigned the letter "A", the team that starts on the right will be assigned the letter "B".

Player list

(A) <small>A or B</small>		U V C	TEAMS	T I R	(B) <small>A or B</small>
Nº	Name of the player			Nº	Name of the player
7	BLAHA			12	BERGER
18	BUCHEGGER			14	DUARTE DA S.
16	DYNKOWSKI			11	FRANCES
3	ERTL			5	GAVAN
1	LAURE			17	HARTHALLER
6	MENNER			13	JIMENEZ Z.
17	MOZER			9	KASZAP
8	PENOLIO			7	KORAIMANN
5	SCHACHINGER			4	PEDA
2	STEIDL			3	RAK
4	STEINER			2	SHOJI
14	SWOBODA			8	TUSCH
<hr/>			<hr/>		
LIBERO PLAYERS ("L")					
7	BLAHA			2	SHOJI
1	LAURE				
OFFICIALS					
PLESSL		C		CHRTIANSKY	
FICHTINGER		AC ¹		GAVAN	
LAURE		AC ²			
		T			
		M			
SIGNATURES					
Team Captain		Team Captain			
					
Coach		Coach			
					

Fig. 22: Signatures on the player list

Afterwards, the coaches and captains of both teams must sign the score sheet. This is done below the respective player list. Afterwards, the empty spaces in the players list and the list of officials are cancelled by crossing them out.

Line-ups

SET 1		
R-5	LINE-UP SHEET Fiche de position	
TEAM Equipe	U V C	
IV	III	II
18	8	6
V	VI	I
17	14	3
SERVICE		
		
		

Fig. 23: Line-up sheets

The two coaches must hand in the signed line-up sheets to the second referee twelve minutes before the start of the match, the latest. Without a signature, the line-up sheets are not valid! The second referee should check the line-up sheets for legibility immediately. In case of any ambiguity, contact the coach directly in order to avoid problems later.

First of all, the numbers on the line-up sheets should be compared with those in the player list. It happens that coaches write numbers on their line-up sheet that do not exist in their team.

Set 1

Fig. 24: Set 1 - after the coin toss

After "A" or "B" have been assigned to the respective teams, the right to service or receive will be marked ("S" service, "R" reception), according to the choice of the teams at the coin toss. The first service player of the team starting with the service is immediately marked with a small line (UVC, player 3), the first player of the team which receives can be devaluated, as this player can, under no circumstances, serve in the first rotation (TIR, player 5).

Afterwards, the player numbers are noted down in the game report according to the line-up sheets in the corresponding field of the first set.

Results

RESULTS									
TEAM	U	V	C	A	B	T	I	R	TEAM
"T"	S	W	P (Points)	SET	(Duration)	P (Points)	W	S	"T"
				1	()				
				2	()				
				3	()				
				4	()				
				5	()				
				Total Set Duration (mn)					
Match StartingTime			Match EndingTime			Total Match Duration			
... h	... mn		... h	... mn		... h	... mn		
WINNER					3 : ...				

 Fig. 25: Results - after the coin toss

Finally, the respective team abbreviation is assigned to the letters "A" or "B" in the "Results" column.

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5.3 Recording points

As long as the first service player serves and his team scores points, the points in the "Points" category are marked. In our example, UVC scores three points with its own service.

SET 1	START time	20:15	TEAM	U	V	C	A	R	POINTS	(S)	(B)	T	I	R	TEAM	END time	:	H	mn	POINTS	
	I	II	III	IV	V	VI			13 25 37		I	II	III	IV	V	VI	1	13	25	37	
	3	6	8	18	17	14			14 26 38							2	14	26	38		
									15 27 39							3	15	27	39		
									4 16 28 40		5	9	12	3	13	4	4	16	28	40	
									5 17 29 41							5	17	29	41		
									6 18 30 42							6	18	30	42		
									7 19 31 43							7	19	31	43		
									8 20 32 44							8	20	32	44		
									9 21 33 45							9	21	33	45		
									10 22 34 46							10	22	34	46		
	5	1	5	1	5	1	5	1	5	11 23 35 47		5	1	5	1	5	1	5	1	5	11 23 35 47
	2	6	2	6	2	6	2	6	2	12 24 36 48	X	2	6	2	6	2	6	2	6	2	12 24 36 48
										"T"										"T"	
	3	7	3	7	3	7	3	7	3		3	7	3	7	3	7	3	7	3	7	
	4	8	4	8	4	8	4	8	4		4	8	4	8	4	8	4	8	4	8	

Fig. 26: Set 1 - UVC gains three points

After three points scored by UVC, Tirol makes its first point. Now, the current score (3) of UVC is written under the service player (player 3). Afterwards, the first point by Tirol and the new service player (player 9 on Tirol side) are marked.

SET 1	START time	20:15 H min	TEAM	U	V	C	A	R	POINTS	(S)	(B)	T	I	R	TEAM	END time	:	POINTS
	I	II	III	IV	V	VI			13 25 37		I	II	III	IV	V	VI		13 25 37
	3	6	8	18	17	14			14 26 38								2 14 26 38	
									15 27 39								3 15 27 39	
									16 28 40		5	9	12	3	13	4		4 16 28 40
									17 29 41								5 17 29 41	
									18 30 42								6 18 30 42	
									19 31 43								7 19 31 43	
									20 32 44								8 20 32 44	
									21 33 45								9 21 33 45	
									22 34 46								10 22 34 46	
	3	5	1	5	1	5	1	5	11 23 35 47		X	5	1	5	1	5	11 23 35 47	
	2	6	2	6	2	6	2	6	12 24 36 48			2	6	2	6	2	6	12 24 36 48
	3	7	3	7	3	7	3	7	"T"			3	7	3	7	3	7	"T"
	4	8	4	8	4	8	4	8				4	8	4	8	4	8	

Fig. 27: Set 1 - UVC loses its right to serve

After four additional points by Tirol, they lose the right to serve at the score of 3 : 5. Again, the current score of the serving team (Tirol, 5) is written under the service player, one point is awarded to the new service team (UVC, fourth point) and the new service player is marked (UVC, player 6).

Fig. 28: Set 1 - Tirol gains 4 points and loses the right to serve at 3 : 5

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5.4 Time-Out

Team Time-Outs

Fig. 29: Team time-out Tirol

Team time-outs are recorded in the score sheet under the section "T" of the respective team in each set. The score at the time of the taken time-out is written from the point of view of the team requesting the time-out.

Example: Tirol takes the time-out at the score of 14 : 13 for UVC Graz. Consequently, the time out is recorded on the side of Tirol, the score from the point of view of Tirol (13 : 14). If UVC Graz would have asked for the time-out, 14 : 13 would have to be entered in the section "T" on this page.

Technical Time-Outs

Technical Time-Outs, if used in the competition, do not need to be recorded in the score sheet.

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5.5 Substitutions

Substitution

Team line-up		Service order						Service order															
		N° of Starting players			N° of Player			Score at change			Score at change												
Service rounds	SET	N° of Starting players		N° of Player		Score at change		N° of Starting players		N° of Player		Score at change											
		1st	5th	2nd	6th	3rd	7th	4th	8th	5th	6th	7th	8th										
		3	5	5	7	5	9	5	11	5	12	5	11										
		14	6	16	5	17	18	6	2	6	2	6	11										
		3	7	3	7	3	7	3	7	3	7	3	7										
		4	8	4	8	4	8	4	8	4	8	4	8										
Service order		20:15	time	min	TEAM	U	V	C	A	(R)	POINTS	S	B	T	I	R	TEAM	END time	min	POINTS			
N° of Starting players		I	II	III	IV	V	VI				25	37	I	II	III	IV	V	VI			25	37	
N° of Player		3	6	8	18	17	14				26	38								26	38		
Score at change		:	:	:	:	:	:				27	39								27	39		
											28	40								28	40		
											29	41	5	9	12	3	13	4		29	41		
											30	42								30	42		
											31	43								31	43		
											32	44	:	:	19:22	:	:	:		32	44		
											33	45								33	45		
											34	46								34	46		
											35	47								35	47		
											36	48								36	48		

Fig. 30: Substitution Tirol

At the score of 22 : 19 for UVC Graz, Tirol subs players 7 in for player 12. The number of the player who enters the court is written under the number of the player who leaves the court. The score from the point of view of the team who substitutes players is written underneath the number of the player who enters the court.

Example: Since it is a substitution by Tirol, the score is written as 19 : 22.

Bringing a player back

 Fig. 31: Bringing a player back by Tirol

At the score of 24 : 23 for UVC Graz, there is another substitution, i.e. player 12 is back on court for player 7. The score at which the substitution takes place will be recorded from the point of view of the substituting team. The player who leaves the court during the substitution is circled. He is not allowed to return to the game in this set by a regular substitution.

Example: The Tirol player 7 is circled. The score from the point of view of Tirol is 23 : 24 at the moment of the substitution.

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5.6 Improper Request

Fig. 32: Improper Request - Improper Request team A

Improper Requests are recorded next to the "Sanctions" field. Each team can only receive one improper request. As soon as an improper request occurs, simply cross out the corresponding letter.

The following misconduct will result in an improper request:

- Request for a time-out or a substitution at the same time or after the authorisation of the service (first referee's whistle)
- Request for a time-out by an unauthorised team member
- Second request by a team for a substitution without a completed rally in between being played
- Request for a third time-out or the seventh substitution in a set

Once an improper request has been recorded for a team, any misconduct that would result in an improper request will be penalized (according to the delay scale).



15.11

http://www.fifb.org/EN/Refereeing-Rules/RulesOfTheGame_VB.asp

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5.7 Recording sanctions

Sanctions are recorded in the "Sanctions" field. Below it, as shown in the picture, there is a short explanation of how to enter the sanctions correctly. Besides the players, all other team members are also subject to the sanctions scale. Instead of the number, an abbreviation is recorded according to the position:

- "C" = coach.
- AC1/ AC2 = Assistant Coaches
- T = Team therapist
- M = Medical Doctor

Since delay sanctions are team sanctions, neither a number nor an abbreviation but a "D" is recorded.

Delay sanctions

SANCTIONS				IMPROPER REQUEST TEAM <input checked="" type="checkbox"/> : TEAM <input type="checkbox"/>		
W (Warning)	P (Penalty)	E (Expulsion)	D (Disqual.)	A or B	SET	SCORE
D				A	1	14 : 15
D				A	2	0 : 0
						:
						:
						:
						:
						:
						:
						:
						:

To record sanctions: Put the corresponding abbreviation (Nº for player, C = Coach, AC¹/AC² = Assistant Coaches, T = Team Therapist, M = Medical Doctor) or D for Delay sanctions, in the appropriate column and indicate the team, the set and the score at the moment of the sanction.

| Fig. 33: Delay sanctions

Example: In the first set, at a score of 14 : 15 from the point of view of UVC Graz, a delay sanction is imposed on the UVC. The "D" under "Warning" indicates that this is the first level of the sanction scale for delays. Afterwards it is entered whether it is

team A or B ("A or B"), in which set the sanction was given ("Set") and at which score from the point of view of the team that is sanctioned ("Score").

Before the start of the second set, there will be another delay sanction from Graz. As this is the second misconduct of the UVC Graz. Therefore, a delay penalty (point as well as the right to serve to the opponent) will now be given. The "D" for delay will be entered under "Penalty", as well as the sanctioned team (A), the set (2) and the score (0 : 0).

Misconduct sanctions

SANCTIONS				IMPROPER REQUEST TEAM <input checked="" type="checkbox"/> : TEAM <input type="checkbox"/>		
W (Warning)	P (Penalty)	E (Expulsion)	D (Disqual.)	A or B	SET	SCORE
D				A	1	14:15
	D			A	2	0 : 0
5				B	2	11:12
8				A	2	12:11
	13			B	2	21:20
						:
						:
						:
						:
						:

Fig. 34: Misconduct sanctions

Example: In the second set at a score of 12 : 11 for UVC Graz, an minor misconduct conduct occurs by player 5 of team B, Tirol, and by player 8 of team A, Graz. The referee gives a yellow card in each case.

Accordingly, number 5 is entered under "Warning", as well as the sanctioned team (B), the current set (2) and the score from the point of view of the sanctioned team (11 : 12). For the second yellow card, player 8 of team A is also recorded. The current set (2) and the score from the point of view of the sanctioned team (12 : 11) is also recorded.

Later in the set, there is another minor misconduct, this time by player 13 of team B, Tirol. The referee gives a red card because he has already warned the team with a yellow card. Player 13 is recorded under "Penalty", the team he belongs to under "A or B" (B), the current set under "Set" (2) and the current score from the point of view of the sanctioned team under "Score" (21 : 20).

POINTS			
25	37		
26	38		
27	39		
28	40		
29	41		
30	42		
31	43		
32	44		
33	45		
34	46		
23	47		
24	48		
"T"			
:			
:			

 **Fig. 35:** Circling of a point awarded due to a red card

The point that Graz receives as a result of the penalty is crossed out and circled in the "Points" field. It is the 22nd point for Graz.



A yellow card can only be given once per match and team.

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5.8 After the match

Results

In the "Results" field, the following information is recorded:

- Number of time-outs taken ("T")
- Number of substitutions ("S", **Substitutions**)
- Sets won ("W", **Win**); if the set is won, "1" is recorded, if the record is lost, "0" is recorded
- Points made ("P", **Points**)
- Duration of the set in minutes ("SET Duration")

At the end of the game, the totals of the information just mentioned must be summed up and the time of the actual start of the game and the time of the end of the set must be recorded (red). The abbreviation of the winner, as well as the result, is recorded under "WINNER".



annotation

The sum of the duration of the sets plus the corresponding 3-minute set breaks always corresponds to the "Total Match Duration" in minutes.

Fig. 36: Control of the carryover (black) and the formed totals (red) on the score sheet after the end of the game

Remarks

The "Remarks" field allows the referee to record incidents during the game. Any protest must also be written here. In case of an entry, the first referee signs the remarks field.

REMARKS	No line judges were present.
	

Fig. 37: Incidents during the game or protests are written under remarks

Signatures

After the game, the following signatures (in this order) must be made in the "Approval" field:

- Signatures of both captains ("A" and "B" respectively)
- Assistant Scorer
- Scorer
- Second referee
- First referee



annotation

The first referee is responsible for the accuracy of the score sheet. Accordingly, he should recheck all entries, especially in the "Results" section, as well as the completeness (e.g. signatures).

APPROVAL				
Referees	Name	Country	Signature	
1 st	ISAJLOVIC, S.	AUT		
2 nd	KULHANEK, E.	AUT		
Scorer	GLANZER, P.	AUT		
Assistant Scorer	BROCOLLI, O.	SWE		
	1	Line Judges	2	
	3		4	
	(A)	Team Captains	(B)	

Fig. 38: Signatures after the match

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6 Interpretation of the rules

In the following chapters you will find explanations as well as graphical representations and example videos for selected rules.

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6.1 Ball handling

For the evaluation of playing the ball, consider the actual touch of the ball, not the actions that take place before or after the hit. The ball may be played with any part of the body (exception: during service only with one hand and/or one arm) and rebound in any direction.

General

Balls that are caught are to be called a fault in any case. A caught ball consists of two actions: catching the ball and throwing it. In practice, a short resting position or prolonged contact with the ball is visible.

There is a YouTube video at this point on the website.

<https://youtu.be/2fdhtiz4HRw>

Med. 1: Caught ball during an attack

The prolonged contact is clearly visible.

There is a YouTube video at this point on the website.

<https://youtu.be/n406uJcWbQ4>

Med. 2: Catch during a blocking action

The player catches the ball and throws it to the opponent.

Balls that are touched with two body parts one after the other should be called a double touch. **Exceptions** to this rule are **the first contact** but also **the second contact, when the ball is not played over the net**.

First hit

The **first hit** includes the reception of a ball after the service of the opponent, any defense action of an attack as well as balls coming from the opponent's or own block. These balls may be touched twice in one action. However, they may under no circumstances be caught and thrown (catch).

 There is a YouTube video at this point on the website.

<https://youtu.be/hrIPXC65fiU>

 **Med. 3:** Double contact during a first hit

Although the ball is played 'double', play continues as it happens during the first hit.

Second hit

A double contact with the second hit is permitted when it is **played with an overhand finger pass and an internal pass**, as long as these contacts occur **in one action and it's not a completed attack**.

Third hit

A double contact with the third hit becomes a fault at the moment, the attack is completed (ball completely crossing through the crossing space within the antennae or being touched by a blocker).

Block

The **blocking action** is not bound to any technique. For the ball handling evaluation it is crucial that the ball is not caught and thrown. Further explanations can be found under [Block](#).

 There is a YouTube video at this point on the website.

<https://youtu.be/bo2OhBtUap4>

 **Med. 4:** Player catching the ball in a blocking action.

The ball is caught and thrown during a blocking action.

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6.2 Crossing and external space

Sectors

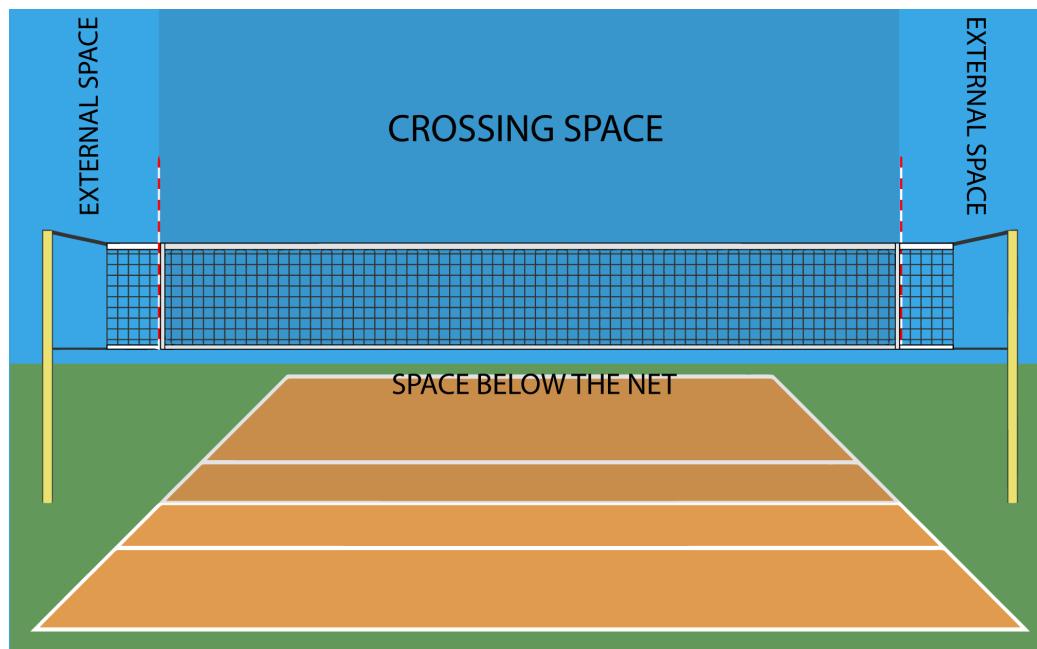


Fig. 39: External sector, crossing space and space below the net

The **crossing space** is limited by the horizontal band at the top of the net, the antennae and their extension, and the hall ceiling. Outside the antennae and their extension is the **external space**.

Balls through the crossing space

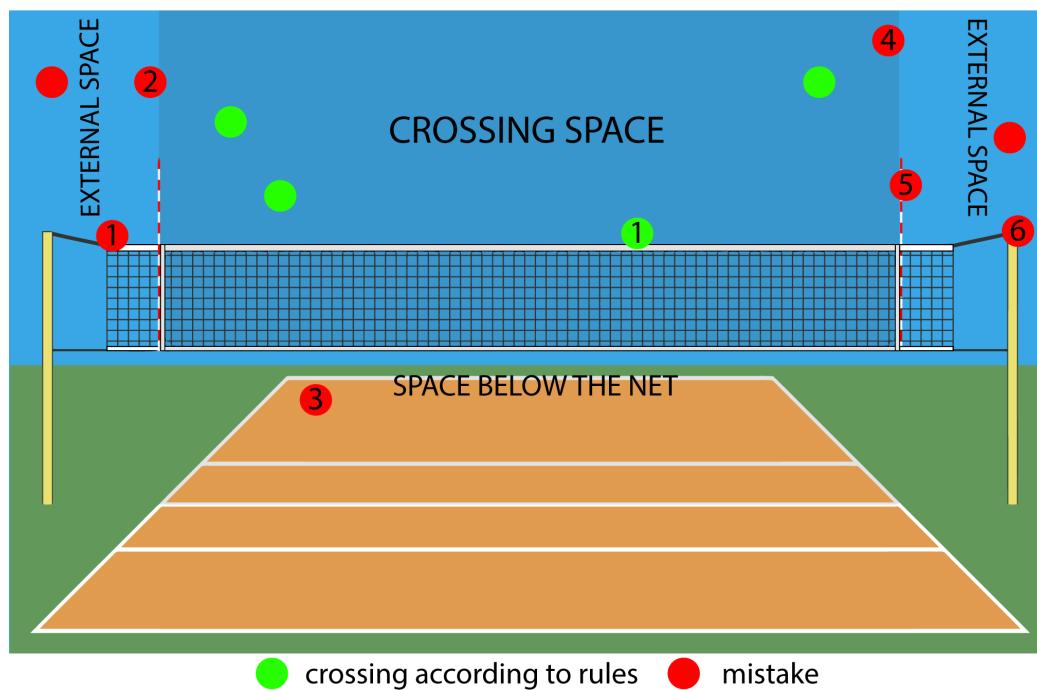


Fig. 40: Balls through the crossing space

To be played according to the rules, the ball must cross the net **completely within** of the crossing space. Balls played according to the rules can touch the net band (green 1).

Balls that cross the vertical plane of the net completely outside of the antennae (3rd hit; red) and balls that touch the antennas (red 5) or an object outside the antennae (red 1, red 6) are out. Balls that cross the vertical plane of the net over the imaginary extension of one of the antennae (3rd hit, red 2, red 4) are also out.

Balls under the net (red 3) can be retrieved as long as they have not crossed the vertical plane of the net completely.

There is a YouTube video at this point on the website.

<https://youtu.be/Gx3B-hxqIM4>

Med. 5: Playing a ball back illegally

Since the ball has crossed the vertical plane of the net completely, it cannot be played back.

Balls through the external space

! important

New from the 2025/2026 season: Only balls after the first hit may be played back. If a ball completely crosses the vertical plane of the net after the second hit, either over or outside the antennae, it shall immediately be ruled "out."

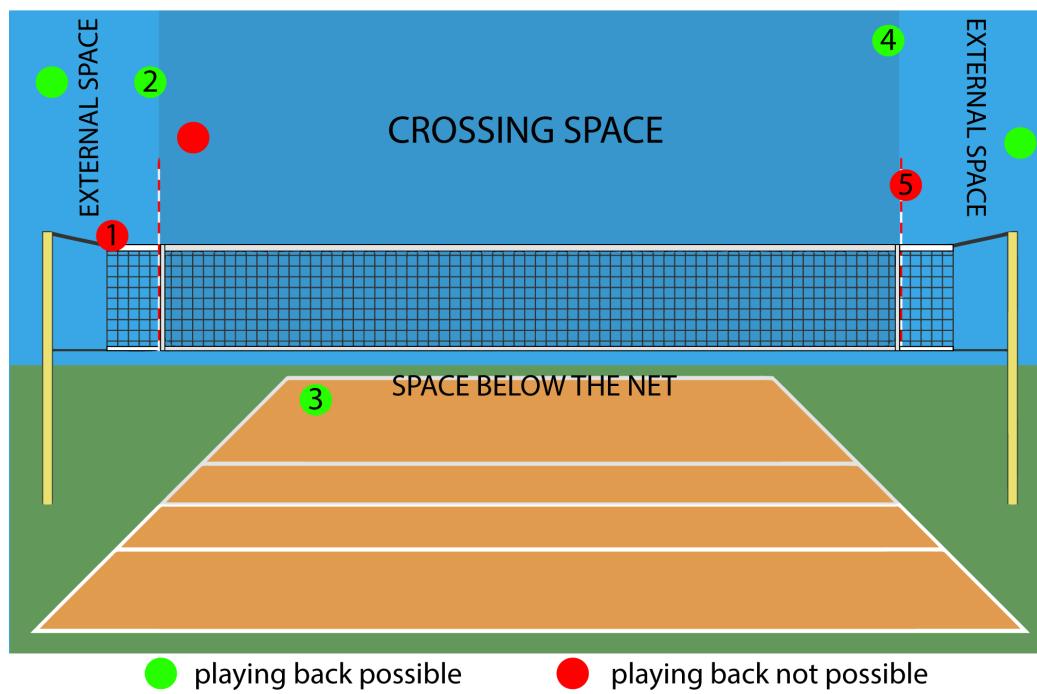


Fig. 41: Balls through the external space

Balls that cross the vertical plane of the net through one of the external sectors (green) directly after the first hit can be played back by a team member, as long as the maximum number of hits within the team is not exceeded. The ball must be played back partially or completely through the external space. The ball may only be played back from the opponent's free zone.

Balls that touch an object outside the antennae or the antenna itself (red 1, red 5) may not be played back. They are "out" at the moment of contact with the object. Balls that do not pass completely through the crossing sector (green 2, green 4) can be played back by the same.

Balls under the net (green 3) can be retrieved as long as they have not crossed the vertical plane of the net completely.

There is a YouTube video at this point on the website.

<https://youtu.be/7UL25JiHdQ8>

Med. 6: Playing a ball back legally

The ball crosses the vertical plane of the net over the antenna, therefore, it is legal to play the ball back.

There is a YouTube video at this point on the website.

https://youtu.be/cHkTy89r_G0

Med. 7: Playing a ball back legally

The ball crosses the vertical plane of the net outside of the antenna, therefore, it is legal to play the ball back.

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6.3 Penetration into the opponent's court

While the ball is in play, a player may not enter the opposing team's court. The decisive factor is whether (at least) one full foot enters the opponent's court. As long as a part of the foot that touches the opponent's court is still on or above the centre line.

! important

A player lying in the opponent's court with his upper body does not commit a fault, as long as he does not interfere with the opponent's play.

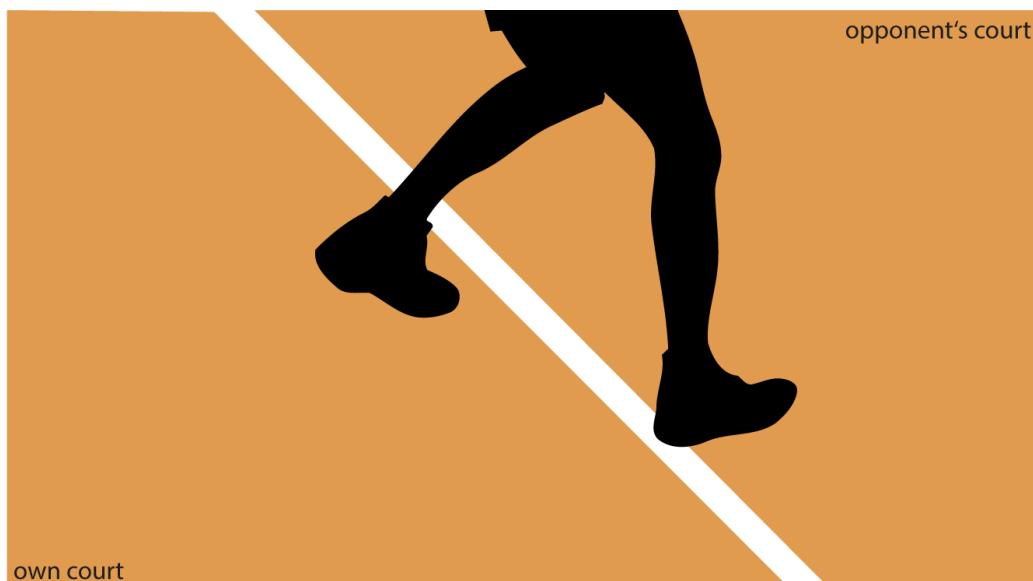


Fig. 42: No fault, because part of the foot is still on the center line



Fig. 43: No fault, because the foot does not touch the opponent's court



Fig. 44: No fault, because part of the foot is still above the center line



Fig. 45: No fault, because the feet are still on the player's own side

There is a YouTube video at this point on the website.

<https://youtu.be/PzmBfhLMmXA>

Med. 8: Example - No fault

Although the player is partly in the opponent's court, he does not interfere with the opponent's play and his feet are still on his own side



Fig. 46: Fault, because the whole foot touches the opponent's court

There is a YouTube video at this point on the website.

<https://youtu.be/Xvapy7iz4l0>

Med. 9: Example - Setter

The setter jumps into the opponent's court and at least one foot touches the opponent's court completely

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6.4 Positions



The positions on court of the serving team will be unrestricted from the start of the 2025/2026 season on. The rotation for serving must still be followed.



It is the second referee's duty to check on the positions of the receiving team.

The feet of the players are relevant for determining whether there is a positional fault or not. The players have to be lined up correctly at the release of the ball for the service.

Explanation of the positions

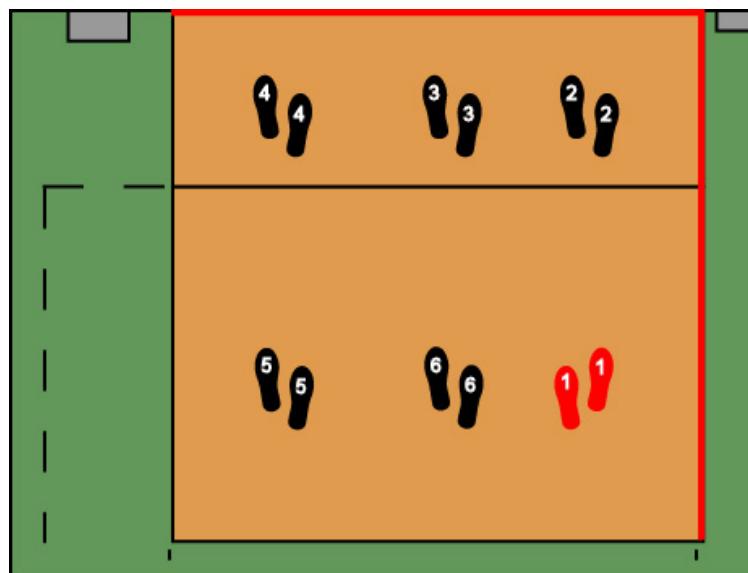


 Fig. 47: Position 1

Position 1 must not be completely closer to the center line than position 2. Position 1 must have one part of its foot closer or as close to the sideline as one part of a foot from position 6.

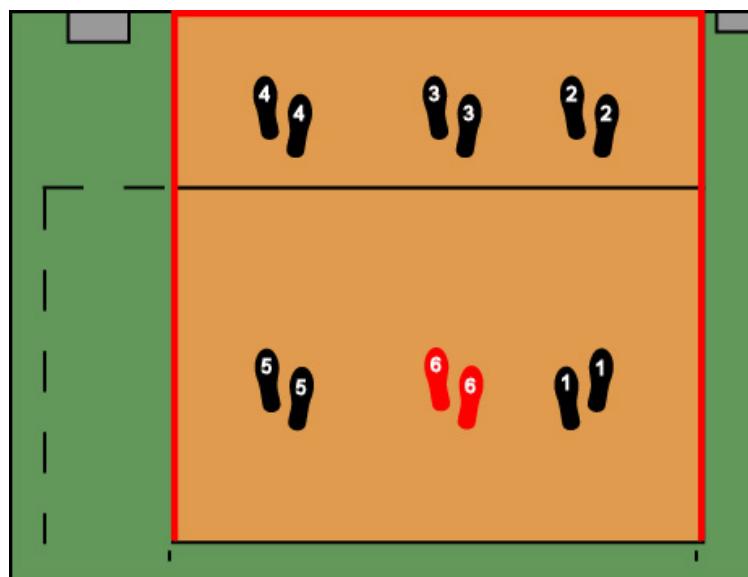


Fig. 48: Position 6

Position 6 must not be completely closer to the center line than position 3. Position 6 must not be completely closer to the left sideline than position 5 or completely closer to the right sideline than position 1.

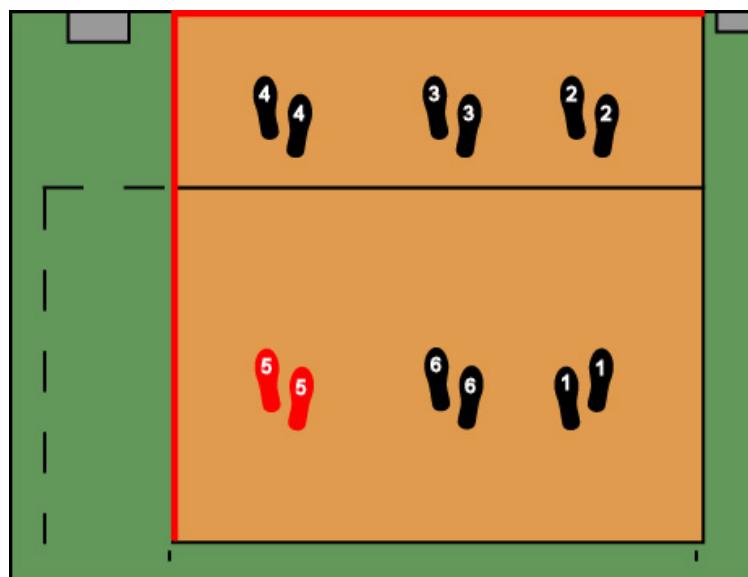
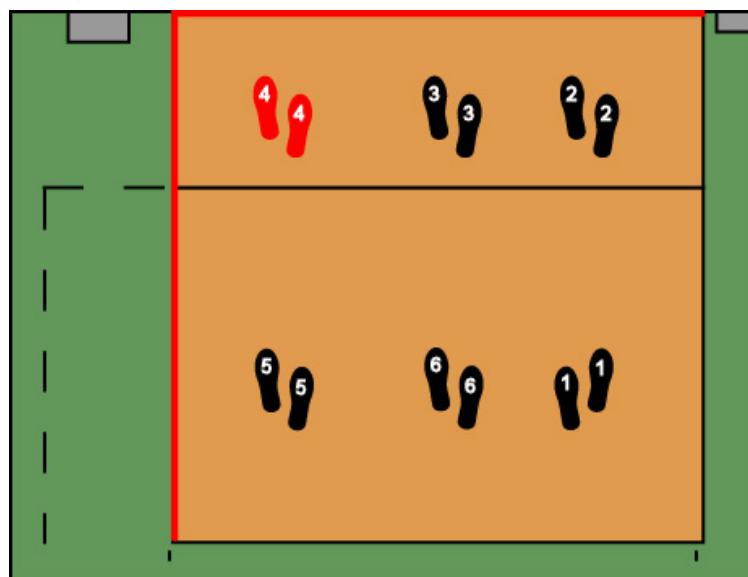
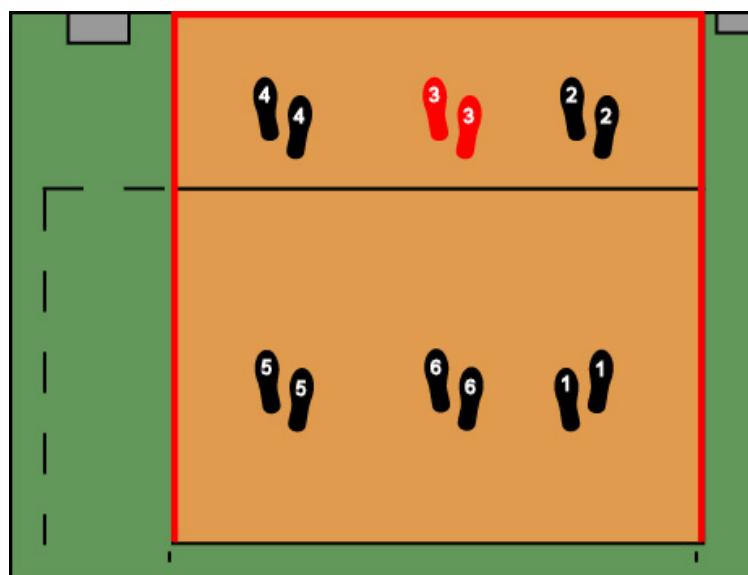


Fig. 49: Position 5

Position 5 must have one part of a foot closer or as close to the left sideline as one part of a foot of position 6 and must not be completely closer to the center line than position 4.

**Fig. 50:** Position 4

Position 4 must have one part of a foot closer or as close to the center line as one part of a foot of position 5 and must be with one part of a foot closer or as close to left sideline as one part of a foot of position 3.

**Fig. 51:** Position 3

Position 3 must have one part of a foot closer or as close to the center line as a part of a foot of position 6. Position 3 must not be completely closer to the left sideline than position 4 or completely closer to the right sideline than position 2.

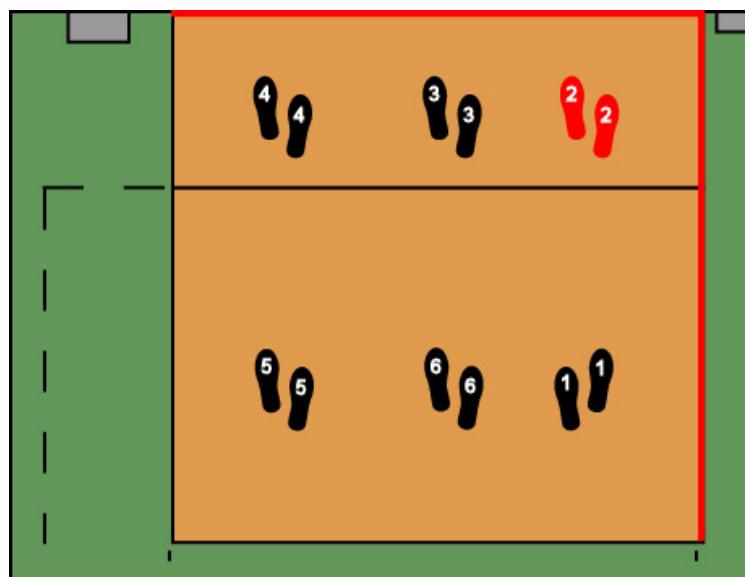


Fig. 52: Position 2

Position 2 must have one part of a foot closer or as close to the center line as one part of a foot from position 1 and must have one part of a foot closer or as close to the right sideline as one part of a foot from position 3.

In the following chapter, the setter's positions and typically occurring position faults are explained:

Setter in position 1

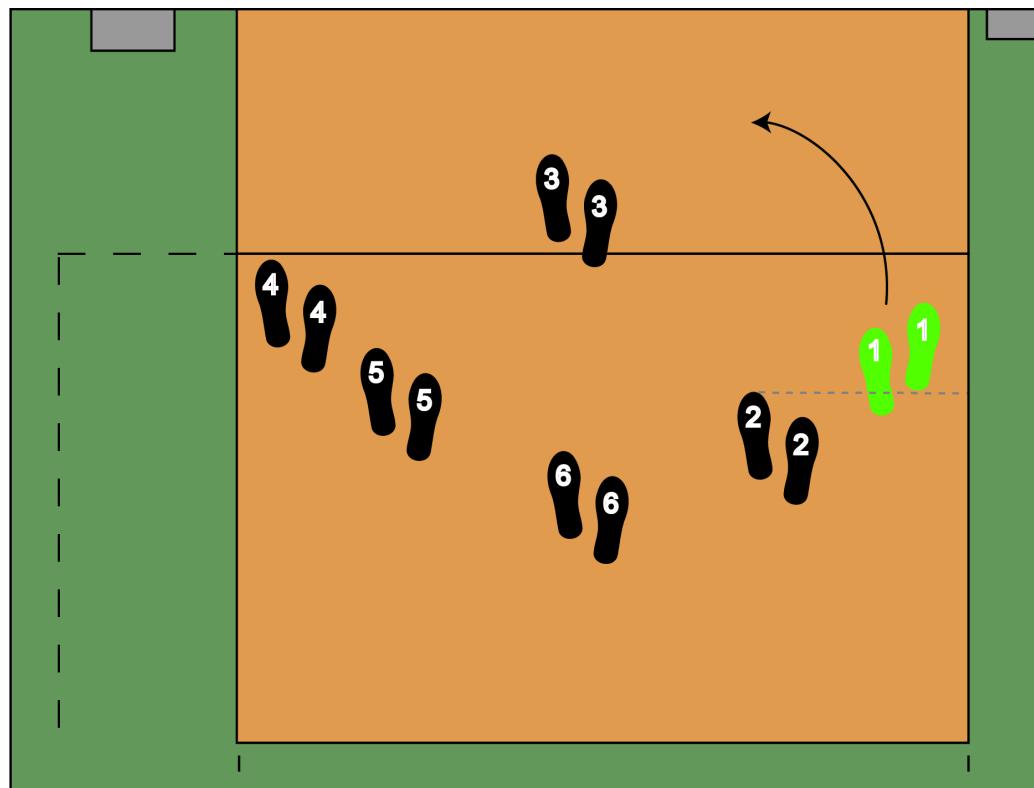


Fig. 53: Typical line-up with the setter on position 1

Focus of the second referee:

Position 4 has to be closer to the center line than positon 5. Make sure to have an eye on the setter, who might be running early and end up closer to the center line than position 2 at the service.

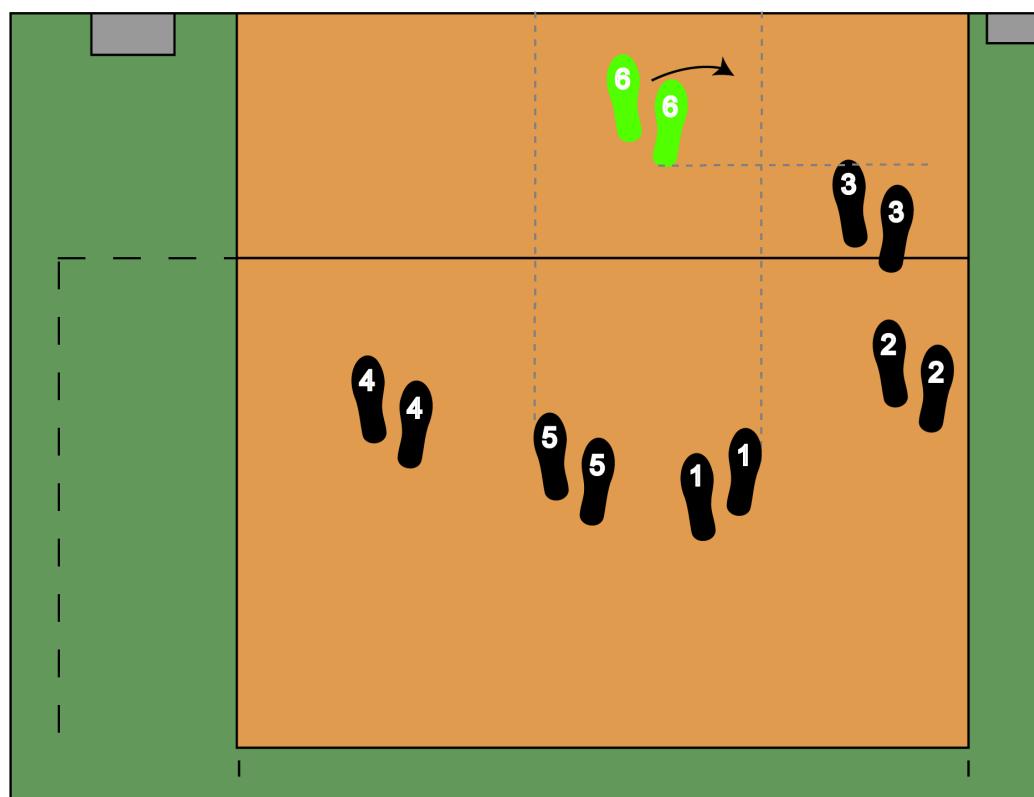
► There is a YouTube video at this point on the website.

<https://youtu.be/afjq8AVjc7s>

● **Med. 10:** Setter position 1

Setter position 1 - The player is at least the same distance away as the player in position 2, so this line-up is correct.

Setter in position 6



► Fig. 54: Typical line-up with the setter on position 6

Focus of the second referee:

The setter on position 6 has to be "between" positions 1 and 5 and further away from the net than position 3.

► There is a YouTube video at this point on the website.

<https://youtu.be/wBR6tA4P8x4>

● **Med. 11:** Positional fault setter position 6

In the first example, the setter in position 6 is still correct; in the second example, position 6 is completely in front of position 3, therefore, it is a fault.

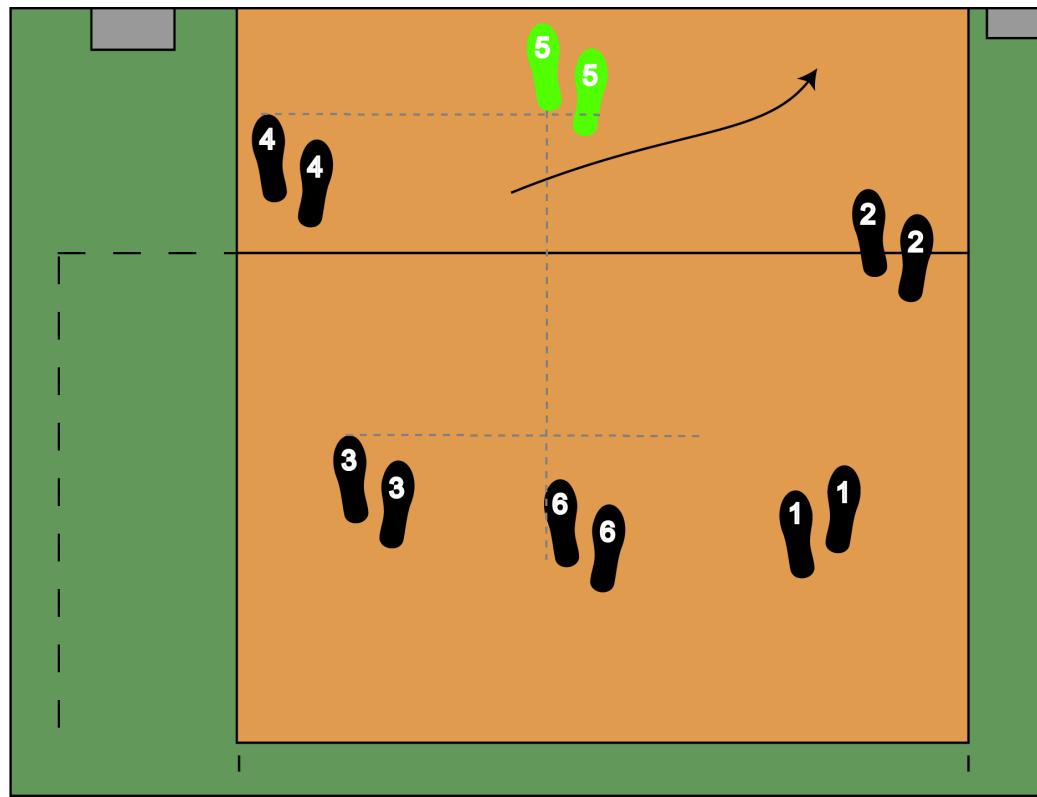
Setter in position 5

Fig. 55: Typical line-up with the setter on position 5

Focus of the second referee:

Make sure the setter on position 5 is further away from the center line than position 4 and, at least with one part of the foot, closer to the left side line than position 6. In addition, position 3 has to be closer to the center line than position 6.

Setter in position 4

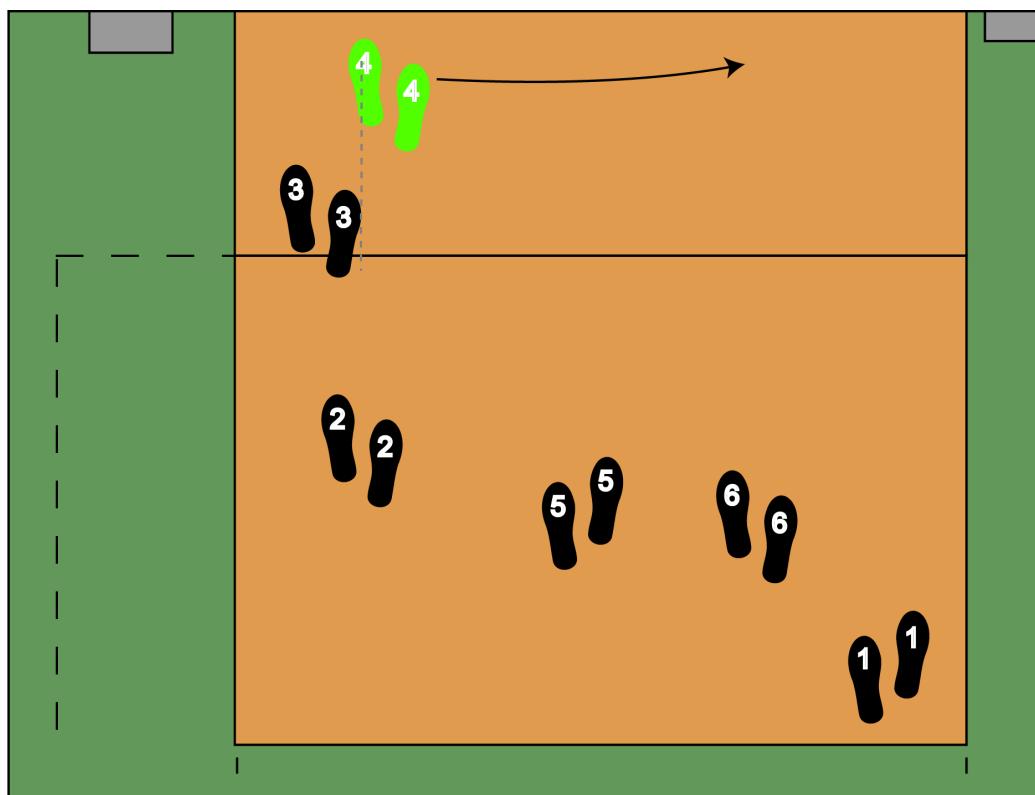


Fig. 56: Typical line-up with the setter on position 4

Focus of the second referee:

Focus on the setter, who might be running early and, therefore, make position 3 closer to the left side line than position 4. Sometimes the opposite hitter, position 1, lines up incorrectly, somewhere between position 5 and 6.

Setter in position 3

Fig. 57: Typical line-up with the setter on position 3

Focus of the second referee:

The opposite hitter on position 6 has to be "between" the players on position 5 and 1. The player on position 2 has to be closer to the center line than position 1.

Setter in position 2

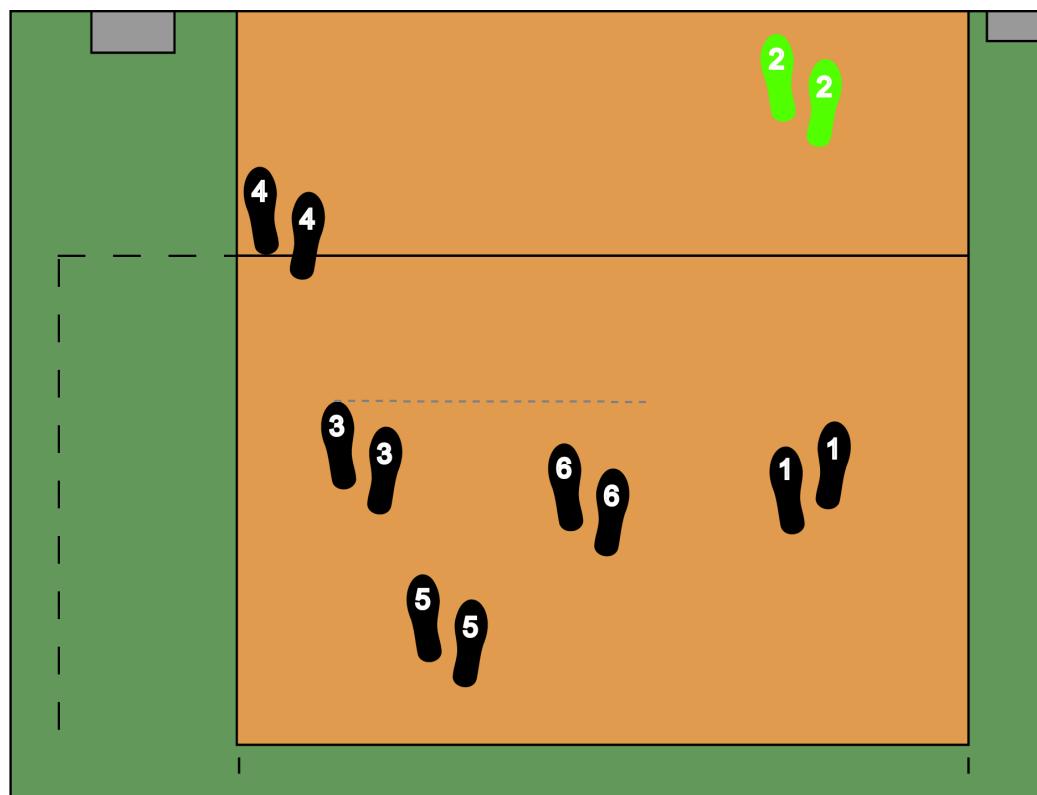


Fig. 58: Typical line-up with the setter on position 2

Focus of the second referee:

The player on position 4 has to be closer to the left side line than position 3. Position 3 has to be closer to the center line than position 6.

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6.5 Faults at the net

There is **reaching beyond the net**, **blocking faults** and **attack hit faults**.



Attack

Any action which directs the ball into the direction of the opponent, except service and block. An attack is considered completed when the ball has crossed the vertical plane of the net completely or is touched by an opponent.

Block

A block is an action close to the net, while one part of the body is higher than the top of the net and the ball is coming from the opponent. The height of the contact with the ball is not relevant.

Only front-row players may complete a block.

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6.5.1 Reaching beyond the net



The following examples are intended to illustrate reaching beyond the net faults. Typical game scenes are used as examples.

Situation 1:

A player, usually the setter, tries to play a ball that is above the top of the net or already in the opponent's airspace back.

It is important where the contact ball with the ball happens. If it happens (partly) in the opponent's space, a fault is committed.

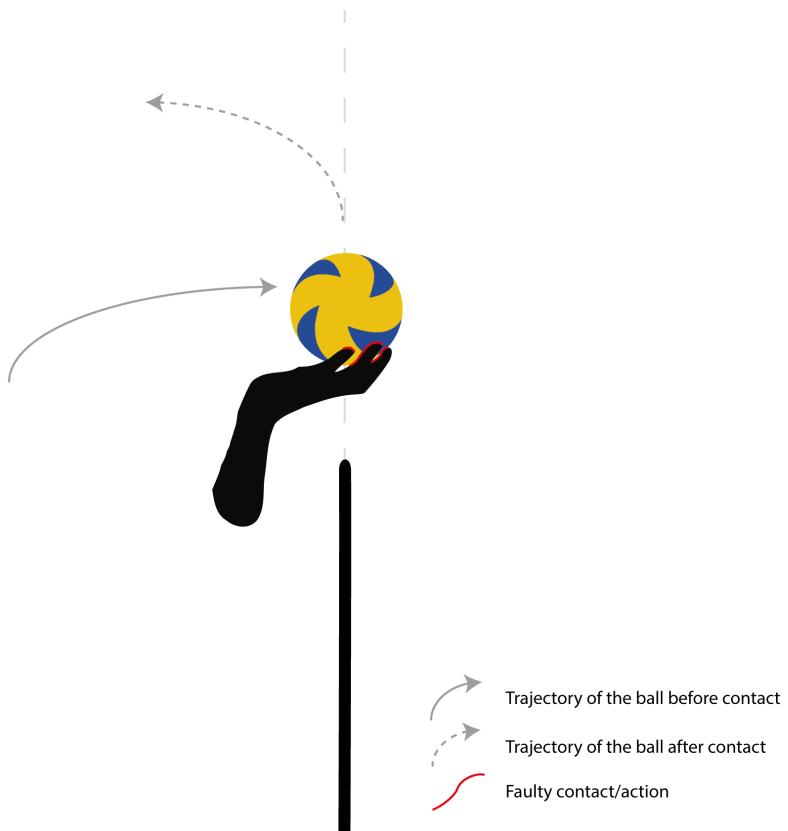


Fig. 59: Reaching beyond the net
The setter plays a ball in the opponent's space

There is a YouTube video at this point on the website.

<https://youtu.be/jT1cNTI41E0>

Med. 12: Reaching beyond the net - setter
The setter plays a ball in the opponent's space

Situation 2:

A player tries to play a ball that was played close to the net. A blocker jumps and touches the ball in the opponent's space.



Fig. 60: Reaching beyond the net

The blocker hits a ball in the opponent's space, although a player is able to make a legal play

There is a YouTube video at this point on the website.

<https://youtu.be/gbWWPWAMGsc>

Med. 13: Reaching beyond the net

The blocker interferes with the play of the opponent

Situation 3:

The ball is played into the direction of the net and flies just over the net. An attacker still attacks such a ball and touches the ball in the opponent's space.

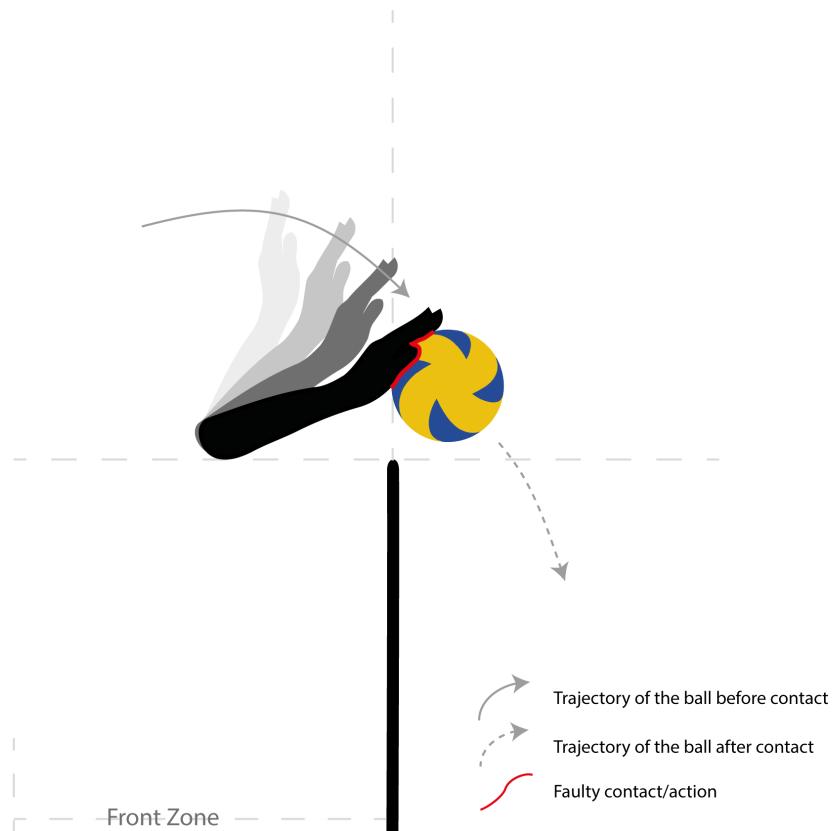


Fig. 61: Reaching beyond the net
The attacker hits a ball in the opponent's space

There is a YouTube video at this point on the website.

<https://youtu.be/DkjkaAyQPO8>

Med. 14: Reaching beyond the net - Attack
The attacker hits a ball in the opponent's space

Situation 4:

A ball played parallel/close to the net is touched by a blocking player before an attacker can play the ball.

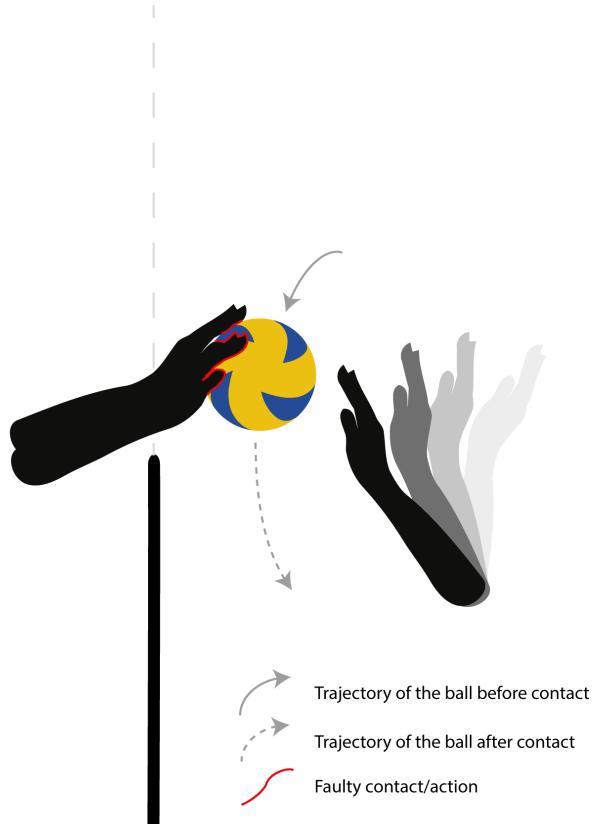


Fig. 62: Reaching beyond the net

The blocker touches the ball before or at the same moment as the attacker

There is a YouTube video at this point on the website.

<https://youtu.be/dzIEVkZ63Dg>

Med. 15: Reaching beyond the net

The blocker touches the ball before the attack

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6.5.2 Blocking fault



The following examples are intended to illustrate blocking faults. Typical game scenes are used as examples.

Situation 1:

A ball that is received or defended badly goes directly to the opponent. A player plays the ball back directly. A setter, who is a back-row player, tried to set the ball but is now hit by the ball coming from the opponent.

The mistake only happens when the back-row player (or any other player who is part of the multiple block) touches the ball.

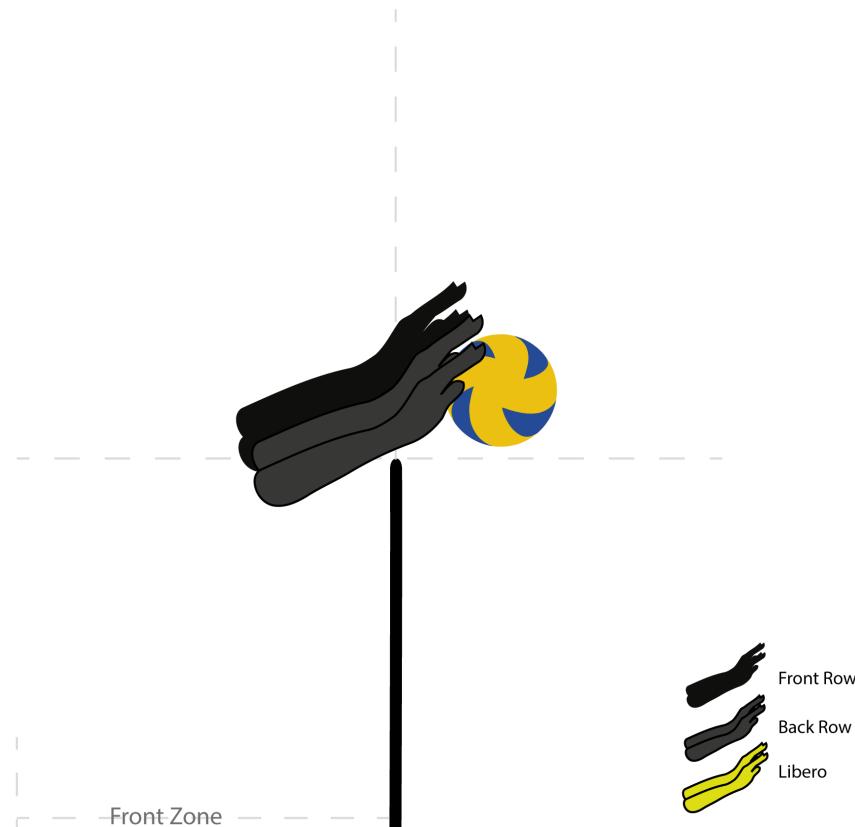


Fig. 63: Blocking fault

A back-row player completes a block or is part of a collective block that completes a block

There is a YouTube video at this point on the website.

<https://youtu.be/FEzz5yA9hyw>

Med. 16: Blocking fault- back-row player

The setter is a back-row player and completes a block

There is a YouTube video at this point on the website.

<https://youtu.be/5afKpPyp9Ik>

Med. 17: Blocking fault- back-row player

The setter is a back-row player and completes a block

Situation 2:

A libero makes a block attempt. The block attempt begins at the moment when the libero reaches higher than the top of the net in an action near the net and the ball comes from the opponent.

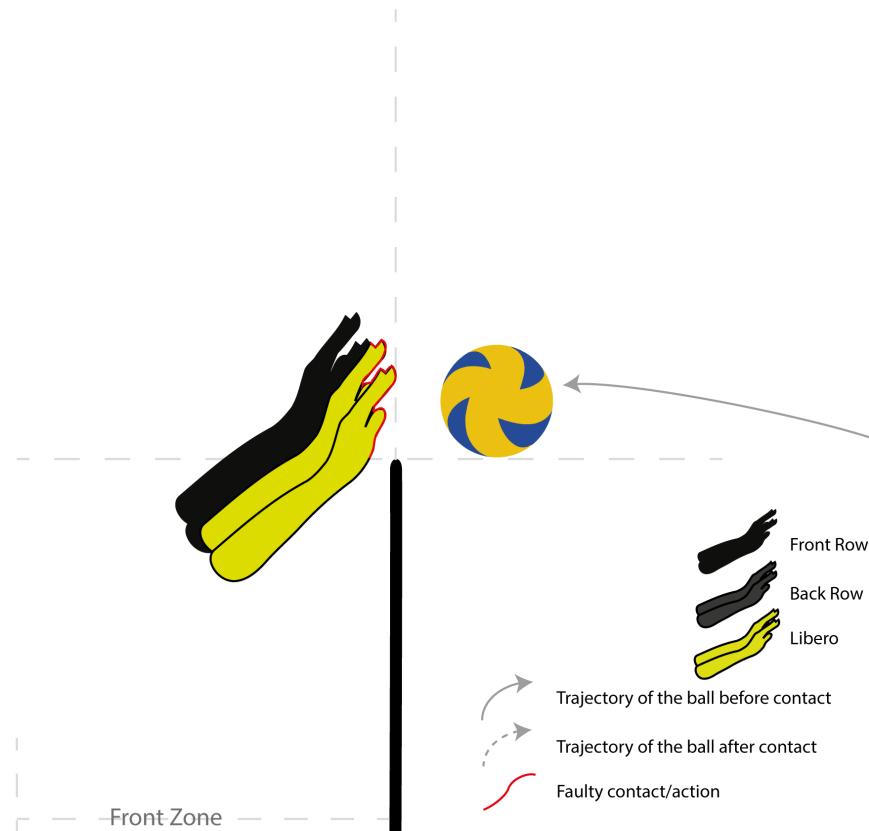


Fig. 64: Blocking fault
A libero attempts a block

There is a YouTube video at this point on the website.

<https://youtu.be/oUtXrogfCEk>

Med. 18: Blocking fault - Blocking attempt by a libero
A libero attempts a block.

Situation 3:

A ball is played far outside of the antenna and still attacked. The blocking player jumps and blocks the diagonally attacked ball outside of the antenna in the opponent's space.

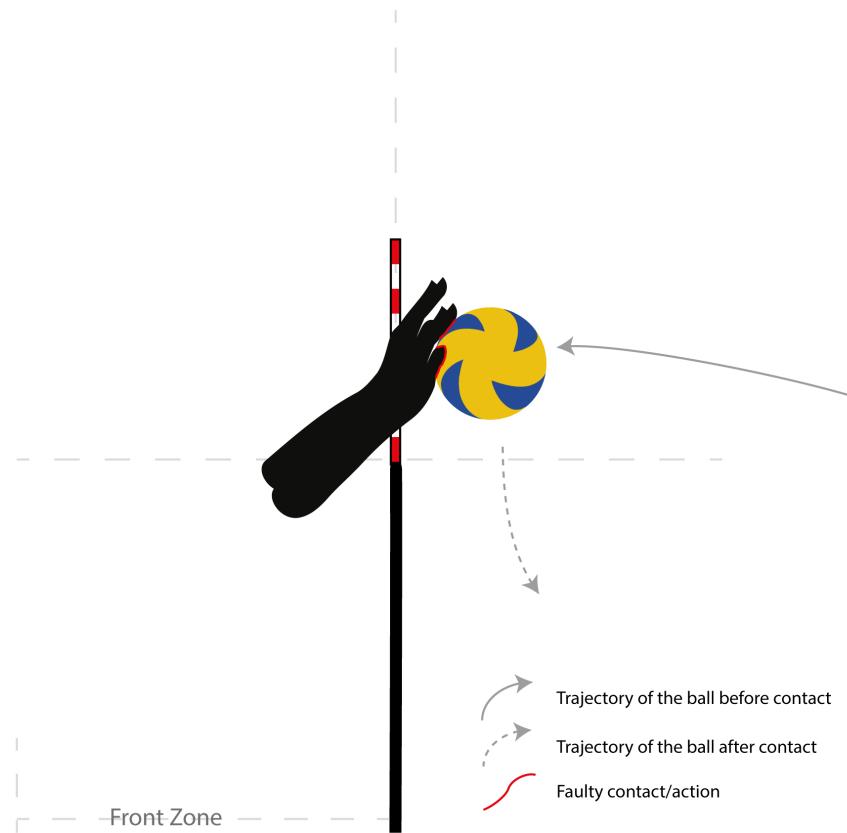


Fig. 65: Blocking fault
A ball is blocked outside the antenna

Situation 4:

A player blocks a flat, short service.

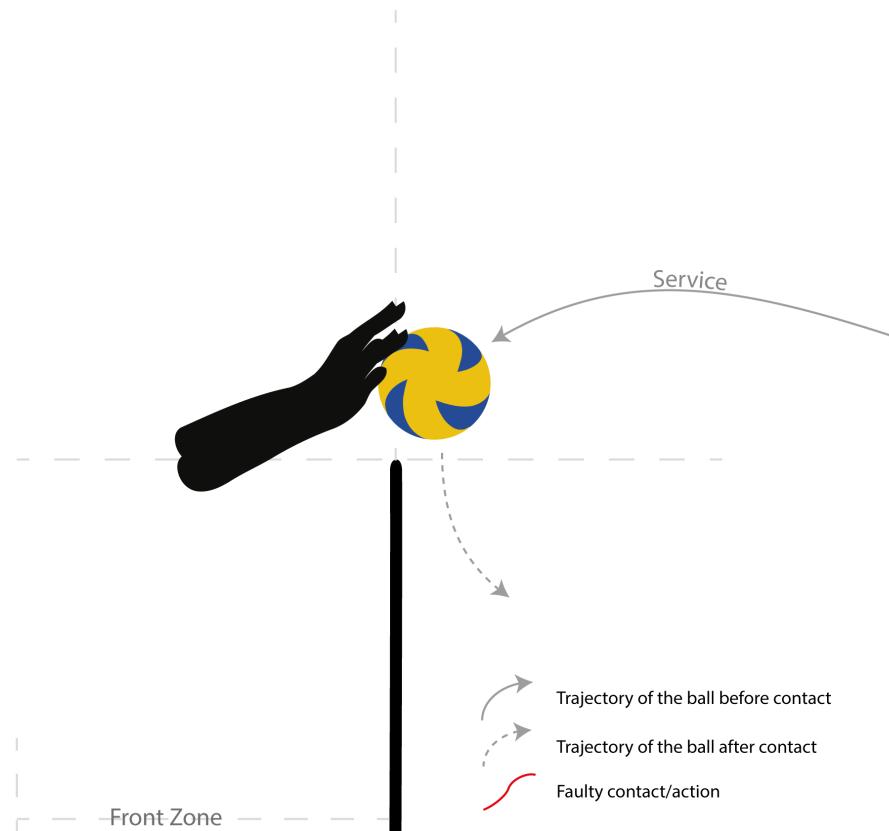


Fig. 66: Blocking fault

A service is blocked

There is a YouTube video at this point on the website.

<https://youtu.be/xF-nmzc7uqc>

Med. 19: Blockfehler - service block

A player blocks a service

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6.5.3 Attack hit faults



The following **examples** are intended to illustrate attack hit faults. Typical game scenes are used as examples.

Situation 1:

A back-row player attacks a ball completely higher than the top of the net from the backfield but touches the attack line when taking off.

The error only occurs when the ball has crossed the net completely or is touched by a blocker.

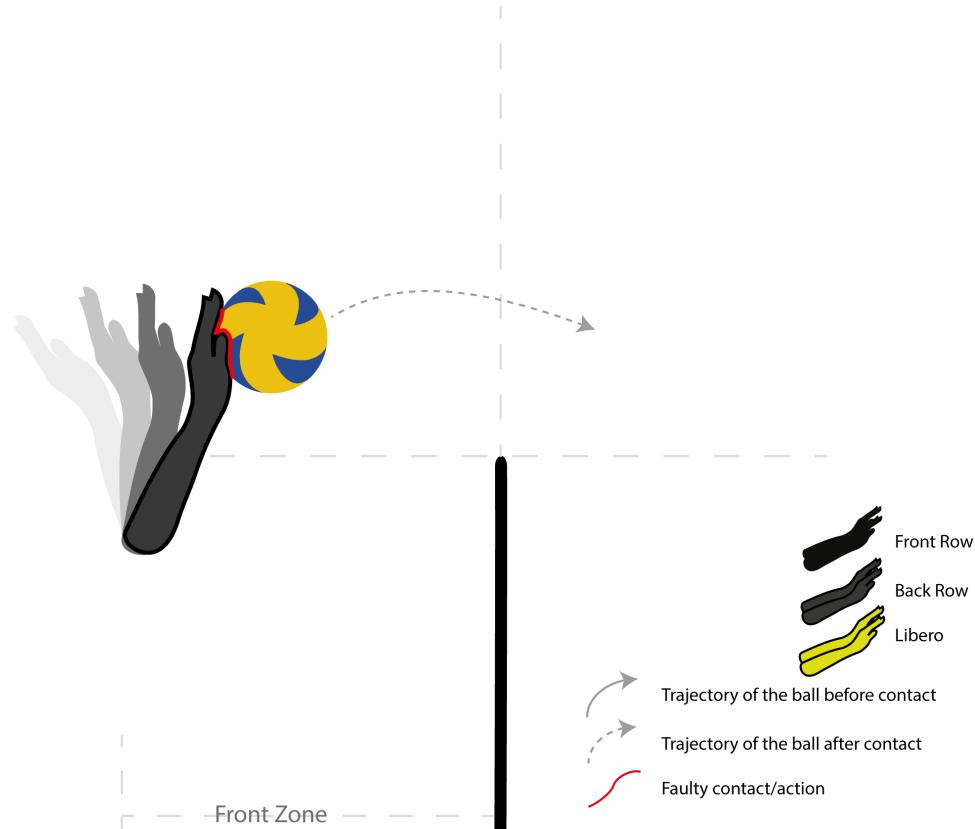


Fig. 67: Attack hit fault

A back-row play completes an attack higher than the top of the net, taking off from the front zone

There is a YouTube video at this point on the website.

<https://youtu.be/V7lBvUu8vPg>

Med. 20: Attack hit fault- back-row player

The attacker touches the front zone when taking off, completing an attack higher than the top of the net

Situation 2:

A libero plays the ball, which is completely higher than the top of the net, while jumping with outstretched arms.

(Neither jumping nor outstretched arms are decisive here, only whether the ball is completely higher than the top of the net)

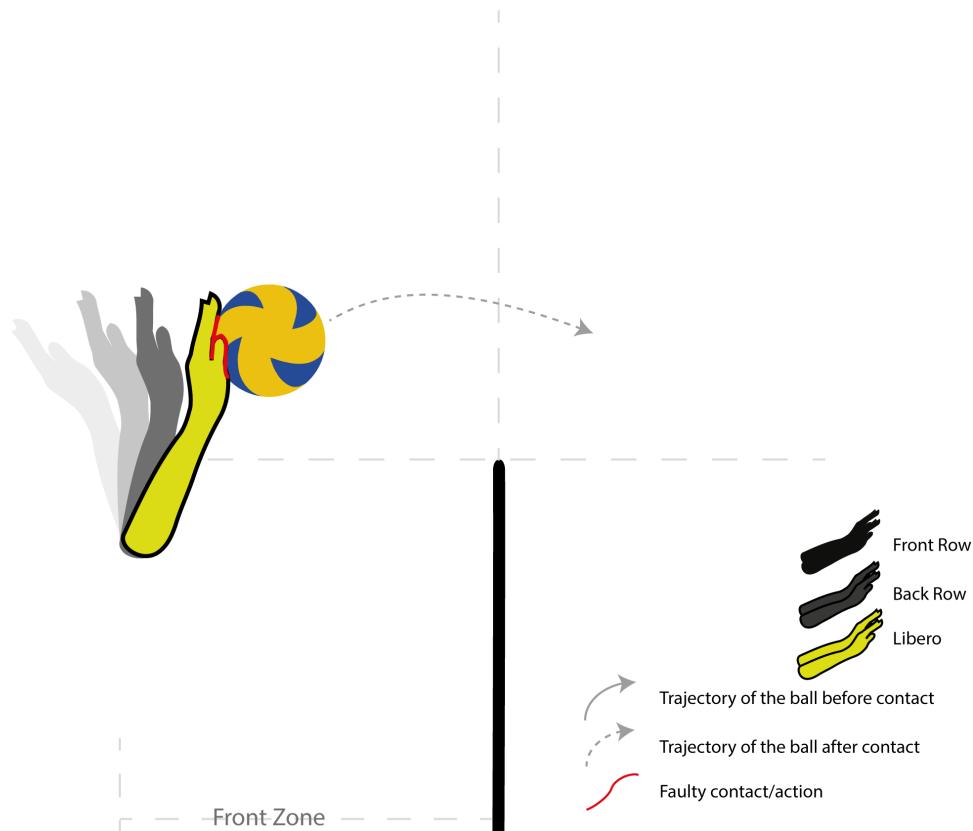


Fig. 68: Attack hit fault

A libero completes an attack higher than the top of the net

Situation 3:

A ball is played by a libero in the front zone with an overhead finger pass. An attacker completes an attack higher than the top of the net.

Balls that are played by a libero using an overhead finger pass from the front zone may not be played to the opponent by any player higher than the top of the net, neither from the front zone nor from the back zone.

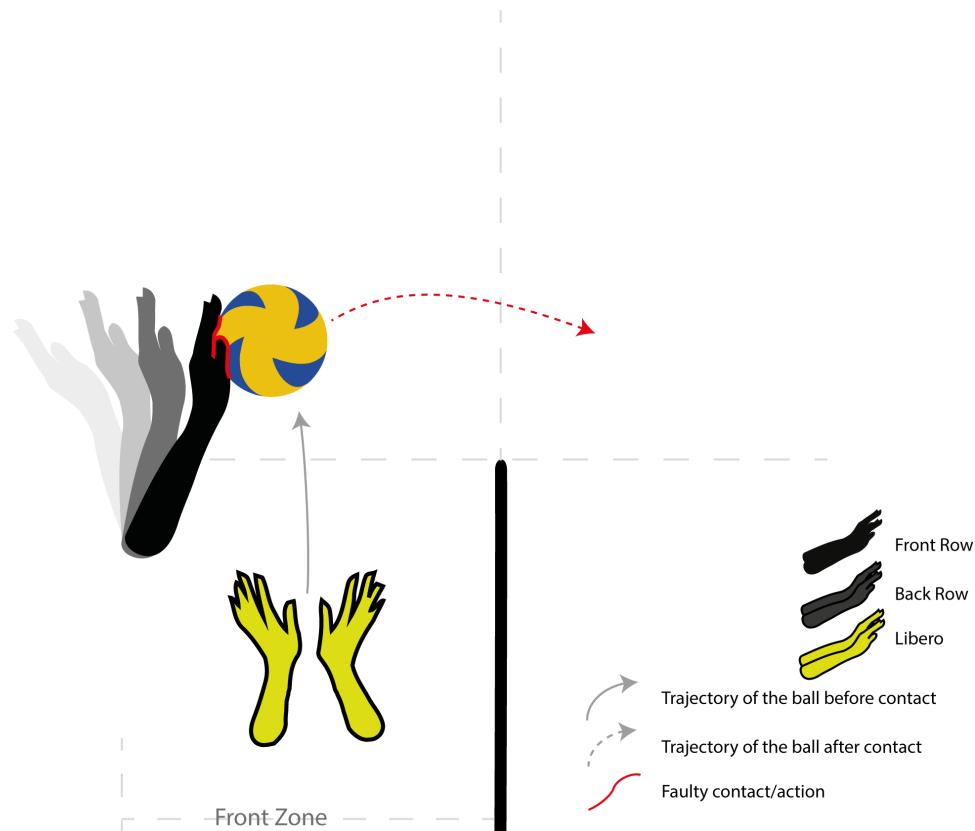


Fig. 69: Attack hit fault

An attacker completes an attack after an overhand finger pass from the libero from the front zone

There is a YouTube video at this point on the website.

<https://youtu.be/s23Jh06s8lU>

Med. 21: Attack hit fault

A player completes an attack after an overhand finger pass from the libero from the front zone

There is a YouTube video at this point on the website.

<https://youtu.be/oLH-ACHZseU>

Med. 22: Attack hit fault

A player completes an attack after an overhand finger pass from the libero from the front zone

Situation 4:

A player jumps on a short service and plays the ball, which is still completely higher than the top of the net and above the front zone, directly back to the opponent. The ball is not close to the net.

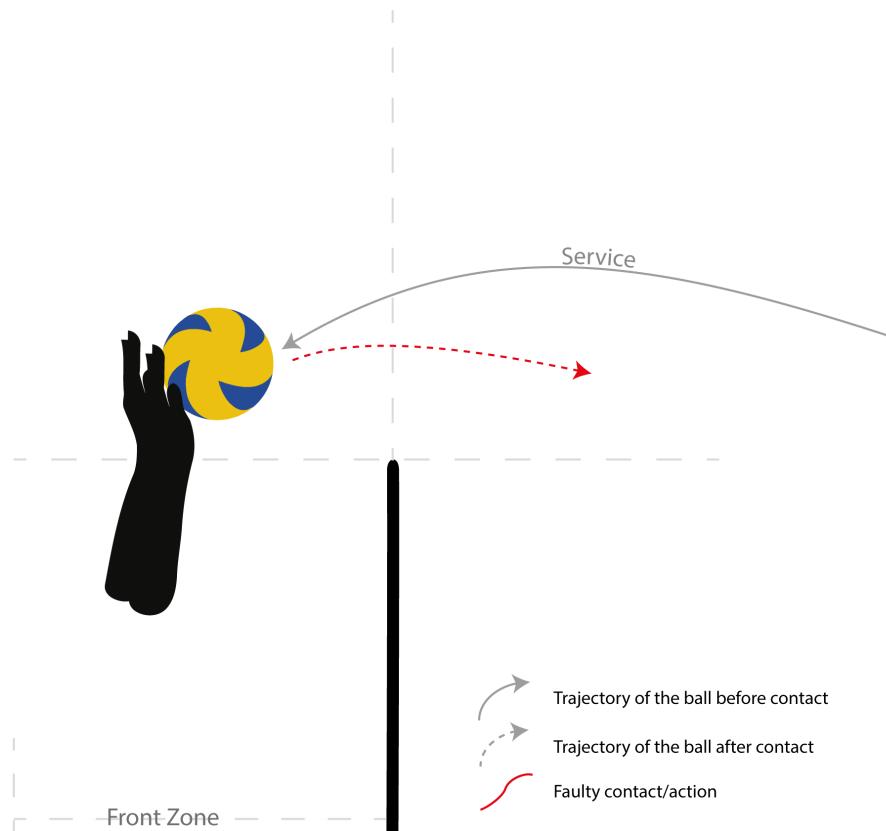


Fig. 70: Attack hit fault

A player jumps on a short service and plays the ball, which is still completely higher than the top of the net and above the front zone, directly back to the opponent

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6.6 Net faults

The **first referee** is primarily responsible for **net faults of the attacking team** while the **second referee** is primarily responsible for **net faults of the blocking team**.

A player touching the net during a playing action, giving his team an advantage or interfering with the play are deemed net faults.

In detail these are the following actions:

- If a player touches the net between the antennas or the upper 80 cm of the antenna during a playing action. This includes attacking, passing and blocking actions.
- When a team gains an advantage, e.g. by pulling down the net when attacking, or by holding on to the net to prevent a fault.
- When the opponent's play is interfered with by touching the net.

Players may touch the net posts and the tensioning ropes as long as they do not interfere with the play.

 There is a YouTube video at this point on the website.

<https://youtu.be/SqcUe2L0w9s>

 **Med. 23:** Net fault

The blocker touches the net in a playing action

 There is a YouTube video at this point on the website.

<https://youtu.be/o0jKlcUWQxw>

 **Med. 24:** Net fault (antenna)

The blocker touches the upper 80 cm of the antenna in a playing action

No net fault

It is not a net fault if the net touches a player due to a ball being played into the net. It is also not a fault if the hair of a player touches the net, unless it interferes with the opponent's play or a rally is interrupted (e.g. getting stuck with a ponytail).

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6.7 Service

A service has to be executed

- by the player on position 1
- within 8 seconds after the whistle by the first referee to authorize the service

- from the service zone
- after tossing or releasing the ball
- in one attempt
- hitting the ball with one hand or one part of one arm.

6.8 Attacks

Any action which directed the ball to the opponent, except service and block.

An attack is considered completed at the moment when the ball has completely crossed the vertical plane of the net or is touched by an opponent.



Fig. 71: Different types of attacks

Attack hit faults

The following actions are considered attack hit faults:

- A back-row player completes an attack higher than the top of the net taking off from the front zone.
- A ball that has been passed by the libero in the front zone with an overhand finger pass and any player completes an attack higher than the top of the net.
- A libero plays the ball completely above the top of the net to his opponent.
- Playing the ball back on a service as long as the ball is completely higher than the top of the net and above the front zone.

(see [Attack hit faults](#))

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6.9 Block

Block



A block is an action close to the net, while one part of the body is higher than the top of the net and the ball is coming from the opponent. The height of the contact with the ball is not relevant.

► There is a YouTube video at this point on the website.

<https://youtu.be/Hvuh-2bcEvg>

► **Med. 25:** Legal block

Although the ball is touched lower than the top of the net, this action is considered a block because the player's hand is higher than the top of the net.

► There is a YouTube video at this point on the website.

<https://youtu.be/cFivXV8yw-c>

► **Med. 26:** Four touches

The block does not meet all the required criteria for a block, in this case the action was not near net, therefore, four touches are called.

Only front-row players may take part in a block. Back-row players may try to block, but may not take part in a completed block. Liberos are not allowed to attempt a block.

For blocks involving multiple players, the block is considered as a unit. If a player who is not allowed to block (back-row player) participates in a completed block, a blocking error is committed, no matter which player actually touches the ball.

The blocking action is not bound to any technique, i.e. a block can be executed with both hands, but also with one hand. For the ball handling assessment, it is crucial that the ball is not caught and thrown.

<hr>

Blocking fault

The following actions are considered blocking errors: - A back-row player blocks a ball or is involved in a completed block. - The libero makes a block attempt. - The ball is blocked in the opponent's area outside the antenna. - The service is blocked.

Further explanations can be found under [blocking faults](#). <hr>

Special case

A ball coming from the opponent can be either blocked or attacked in an action close to the net. Such an action is considered an attack, and thus the first contact, if an attacking motion (arm movement) is recognizable.

► There is a YouTube video at this point on the website.

https://youtu.be/ZWLAL0lb_k

► **Med. 27:** No block

Even if the criteria of a block are theoretically fulfilled, this action is not to be considered a block.

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6.10 Joust

Joust

In a joust, two opposing players touch the ball simultaneously above the net. After the joust, the team that continues to play the ball may play the ball three times.



► Fig. 72: Joust

Example of a joust.

If the ball goes out after a joust, the team on whose side it goes out gets the point. If the ball touches the antenna after a joust, the rally is replayed.

There is a YouTube video at this point on the website.

<https://youtu.be/lUk-sPkd2z4>

Med. 28: Joust (Out)

After the joust the team on the left gets the point, because the ball goes out on their side.

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6.11 Screening



definition

12.5 SCREENING

12.5.1 The players of the serving team must not prevent their opponent, through individual or collective screening, from seeing the service hit and the flight path of the ball.

12.5.2 A player or a group of players of the serving team make(s) a screen by waving arms, jumping or moving sideways during the execution of the service, or by standing grouped, in order that both the service hit and the flight path of the ball are hidden until the ball reaches the vertical plane of the net. Should either be visible to the receiving team this is not a screen.

12.5.3 Any player of the serving team is forbidden to raise hands above the head during service, until the ball has passed beyond the net. The 1st referee is permitted to caution (advise) a team through the game captain, if he/she suspects that it is deliberately screening.



definition

Guidelines, Rule 12 (5) Referees must be more zealous in taking care of the teams' intentions to create a screen and prevent from the beginning of the game that the teams abuse the screening rule with the excuse of "tactical strategy." Therefore, when a team is CLEARLY GROUPED with the intention of screening, or players are with hands

above head height (they may, however, protect their heads for safety reasons but must not rise their hands above the head), the referee can indicate this to the serving team, by blowing his/her whistle, to separate the players, and, if they do not do so, the 1st referee **MUST CALL THE SCREEN** after the service. It is necessary that **ALL** referees apply these instructions from the beginning of the matches, to reverse this trend that affects the fair play.

"from seeing the service hit and the flight path of the ball"

The wording of this rule makes it clear that a team must restrict the view of the service hit **AND** at the flight path of the ball. If one or more players are moving or irritating the opponent by waving their arms or jumping at the moment of the service hit, a screen should be called.

However, the addition of 12.5.3 means that the referee must issue a warning once when players are standing grouped and/or raising their hands above their heads (see guidelines) and, if the players do not comply, call a screen.



12.5

http://www.fivb.org/EN/Refereeing-Rules/RulesOfTheGame_VB.asp

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6.12 Libero

Formal requirements

(A) <small>A or B</small>		U	V	C	TEAMS	T	I	R	<small>A or B</small>	(B)
N°	Name of the player	N°	Name of the player							
18	BUCHEGGER	12	BERGER							
16	DYNKOWSKI	14	DUARTE DA S.							
3	ERTL	11	FRANCES							
6	MENNER	5	GAVAN							
17	MOZER	17	HARTHALLER							
8	PENOLIO	13	JIMENEZ Z.							
5	SCHACHINGER	9	KASZAP							
2	STEIDL	7	KORAIMANN							
4	STEINER	4	PEDA							
14	SWOBODA	3	RAK							
		8	TUSCH							
LIBERO PLAYERS ("L")										
7	BLAHA	2	SHOJI							
1	LAURE									
OFFICIALS										
PLESSL	C	CHRTIANSKY								
FICHTINGER	AC ¹	GAVAN								
LAURE	AC ²									
	T									
	M									
SIGNATURES										
Team Captain		Team Captain								
Coach		Coach								

Fig. 73: The libero has to be recorded in the libero players section.

A team must consist of at least six and can have a maximum of 14 players. If there are seven players, no or a libero can be named. From eight to twelve players, a maximum of two liberos may be named. If there are 13 or 14 players, two liberos must be named. The libero(s) must be noted in the player list as well as in the column "Libero Players ("L")".

Permitted team compositions:

6 players	no libero
7 players	no or one libero
8 to 11 players	no, one or two liberos
13 or 14 players	two liberos mandatory

The predominant color of the libero jerseys must be clearly distinguishable from the jerseys of the rest of the team. The libero jerseys do not have to be the same color.

A libero may only be used on one of the backfield positions (5, 6, 1).

Replacement

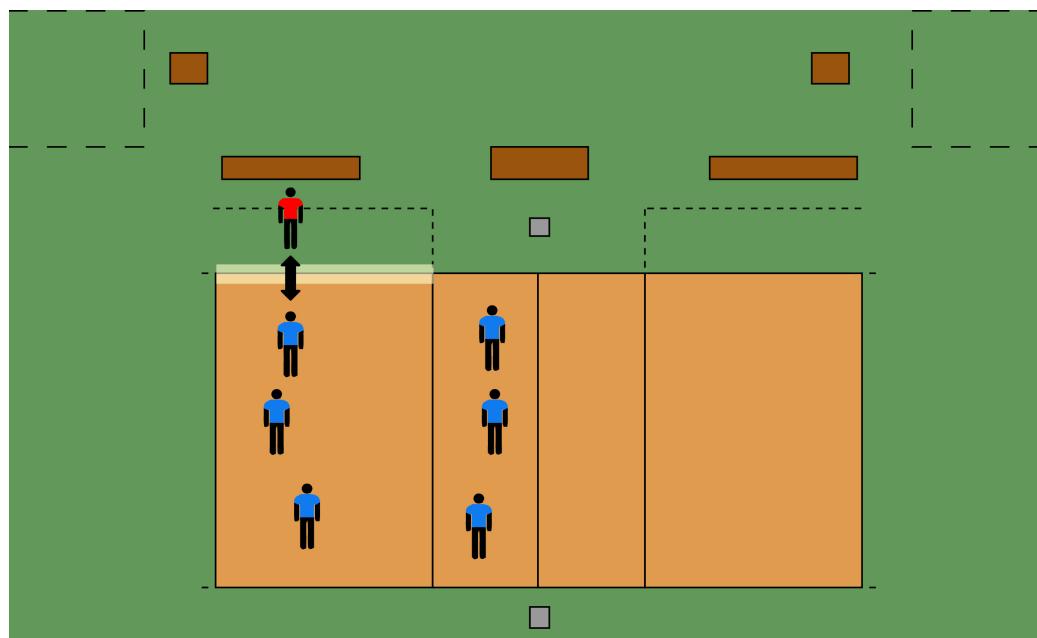


Fig. 74: Replacement zone

A libero can be replaced by his regular replacement player or by the other libero.

There must be one completed rally between two replacements. If there is an incomplete rally, i.e. the rally has to be replayed, no replacement is possible, with the exception of an illness or injury.

Restrictions

- A libero can only replace a back-row player
- A libero is not allowed to serve
- A libero is not allowed to complete an attack completely higher than the top of the net
- A libero is not allowed to attempt a block
- After an overhand finger pass by a libero of his front zone, no player is allowed to complete an attack higher than the top of the net

 annotation

Higher than the top of the net means, that the ball is completely higher than the top of the net at the moment the ball is hit by the attacker.

Re-designation

If the last remaining libero becomes unable to play (injury, illness, expulsion, disqualification, request by the coach), a new libero can be named. Any player who is not on the court (and is not the replacement player of the libero) can become the new libero and may replace the disabled libero.

Self-determined inability to play (request by the coach)

If the libero is on court, he must be replaced by his replacement player first. A re-designated libero can then only replace another player after a completed rally.

Under no circumstances can a libero participate in the match again, if a new libero has already been re-designated!

The new libero must play in a jersey that differs from the rest of the team in the basic color. If no jersey is available, a T-shirt, an overshirt, a bib, etc. can be used.

Procedure:

- Determine or acknowledge the inability to play
- Request for re-designation by the coach to the 2nd referee
- Record under Remarks

6.13 Substitution

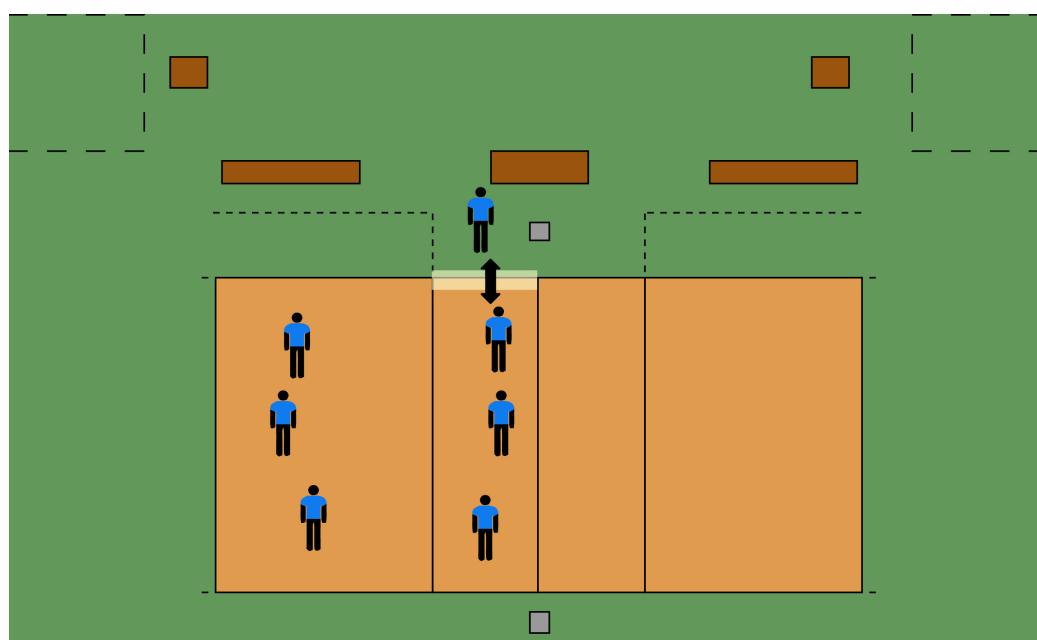


Fig. 75: Substitution zone

Substitution are carried out in the **substitution zone** (center line to attack line). A player, ready to play, must enter the substitution zone to request a substitution. The second referee authorizes the substitution by the official hand signal.

In the case of a **multiple substitution**, the other players must be **ready to play** near the substitution zone at the time of the substitution request made by one player. If this is not the case, it is a question of two substitution requests from one team in succession. Consequently, the second substitution request is rejected by the second referee.

 There is a YouTube video at this point on the website.

<https://youtu.be/vSaGle6-44Y>

 **Med. 29:** Substitution

The second player arrives so that there is no delay and both substitutions can be made

 There is a YouTube video at this point on the website.

<https://youtu.be/RraTZeppnFY>

 **Med. 30:** Two substitution requests

There are two substitution request in succession. The second one is rejected.

Regular substitution

Each team is entitled to *'six regular substitutions* per set. Players from the line-up may be substituted out and substituted in. After that they are not allowed to participate in any regular substitution, but in exceptional substitutions. Substitute player may be substituted in and out. After that they are not allowed to participate in any regular substitutions, but exceptional substitutions. All substitutions must be recorded in the score sheet.

 There is a YouTube video at this point on the website.

<https://youtu.be/3za7nu2AosU>

 **Med. 31:** Coach signals substitution

The signal given by the coach is not applicable, therefore, it is ignored by the second referee. Once a player enters the substitution zone, the second referee reacts to the substitution request.

Exceptional substitution

Any player (except the libero) may be exceptionally substituted when he is no longer able to continue playing due to injury or illness, *'when no regular substitution is possible*. Any player who is not participating in the match at that time (except the liberos or the replacement player) can be subject to the exceptional substitution. The exceptionally substituted player may no longer take part in the match.

The exceptional substitution is not recorded in the set itself, but counted in the Results-area.

Illegal substitution request

The **substitution request** happens when the substitution player(s) enter(s) the substitution zone. If a request is made after the authorization for the next service, or if other players arrive late for a substitution, this must be rejected and an improper

request has to be recorded in the score sheet. The same applies to the request for a seventh substitution.

Illegal substitution

An **illegal substitution** is, if, for example, a substitution in which a player is substituted for another player and then substituted for another player; i.e.: player 3 is substituted for player 7, a few points later player 3 is substituted for player 1. The same applies to the attempt to substitute player 3 out of the game, player 3 into the game, player 3 out of the game. These requests are to be punished with a sanction according to the progress on the sanction scale for delays.

If an illegal substitution has occurred without the referees having noticed at the time of the substitution, the following procedure must be followed immediately upon notice: The illegal substitution must be canceled and all points scored by the team since the illegal substitution are deducted from the score. The points of the opposing team shall be retained. The opposing team also receives the service right and one point.

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6.14 Injuries

First aid

In case of an injury, it is important to allow **first aid, according to the severity of the injury**. As soon as a medical treatment has taken place, the player must be substituted if he is no longer able to play.



If a player has got a bleeding wound, he is not allowed to return to the match until the bleeding has stopped and has been treated.

Exceptional substitution

A player (except the libero) may be exceptionally substituted when he is no longer able to continue playing due to injury or illness, or expulsion or disqualification, *'when no normal substitution is possible'*. Any player who is not participating in the match at that time (except the liberos or the replacement player) can be substituted in. The exceptionally substituted player may no longer take part in the match.

Recovery time

In beach volleyball, players can ask for a so-called medical time-out. There is no such request in volleyball. If neither a normal nor an exceptional substitution is possible, the injured player will be granted a one-time **recovery time**. The same player can only be granted one recovery time in a match. The duration of the recovery time shall not exceed **three minutes**.

If the player is still not fit to play after the recovery time, the team shall be declared incomplete for the set. Any remaining points that the opposing team needs to win the match shall be awarded to the team.

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6.15 Protest

If the captain of a team disagrees with the interpretation of the rules by one of the referees, he may protest to the first referee. This must take place immediately after the decision. The first referee must accept the protest.

At the end of the match, the captain can record his protest in the scoresheet under "Remarks". This report must be signed by the first referee and the captain. A protest cannot be recorded after the end of the match if there has not been an indication by the captain during the match.



In/Out or touch decisions are not interpretations of the rule and, therefore, cannot be subject of a protest!

A team may protest, for example, if the first referee calls a fault and justifies it by saying that "*the libero in may not complete an attack lower than the top of the net from the front zone*".

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7 Sanctions

Not every minor misconduct should be sanctioned immediately. It is advisable to issue a verbal warning first. Through the captain, the player or official should be made aware of his misconduct and warned that a sanction will be imposed the next time he or another member of the team misbehaves.

All team members, players and officials, may be warned or sanctioned. Disrespectful or insulting behavior can occur between players, teams, players and officials, and between players and the spectators. In all cases, the referee must impose warnings or sanctions according to his assessment.

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7.1 Misconduct sanctions

After a verbal warning for (minor) misconduct, the next level of warning is a **yellow card**. This is issued against a particular player or official, but counts as a '*warning for the whole team*'. The next sanction for (minor) misconduct can then only be a red card (or more).



No warning has to be issued before a sanction.

Players who are **suspended or disqualified must be substituted**. While a suspended player must go to the locker room for the rest of the set, a disqualified player must go to the locker room for the rest of the match.



A yellow card can only be given once per match and team.

It is up to the referee to decide when warning or sanctions for any misconduct are issued. However, the following table can serve as a guide. Unsportsmanlike conduct and aggressive behavior should, in any case, be sanctioned accordingly.

Type	Occurrence	Person	Sanction	Card(s)	Consequence
misconduct	first time	any team member	penalty	red card	point/service to the opponent
misconduct	second time	the same team member	expulsion	yellow/red card in one hand	sub., must go to the locker room for the rest of the set
misconduct	third time	the same team member	disqualification	yellow/red card in two hands	sub., must go to the locker room for the rest of the match
offensive conduct	first time	any team member	expulsion	yellow/red card in one hand	sub., must go to the locker room for the rest of the set
offensive conduct	second time	the same team member	disqualification	yellow/red card in two hands	sub., must go to the locker room for the rest of the match
aggression	first time	any team member	disqualification	yellow/red card in two hands	sub., must go to the locker room for the rest of the match

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7.2 Delay

For actions that delay the game, a warning will be given first, then sanctions for delay will be applied. The warning and sanctions apply to the whole team.

Type	Occur- rence	Person	Sanction	Card(s)	Consequence
delaying the match	first time	any team member	delay warning	yellow card covering wrist	no consequences
delaying the match	every other time	any team member	delay sanction	red card covering wrist	point/service to the opponent

Example:

► There is a YouTube video at this point on the website.

<https://youtu.be/9Dzg8ZGsIQ8>

⌚ Med. 32: Delay

The player ties her shoelaces on court directly after a time-out.

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8 Hand signals

The following section contains videos of the hand signals of the first and second referee and the signals of the line-judges.

Hand signals of the 1st referee (all-in-one):

► There is a YouTube video at this point on the website.

https://youtu.be/x1VPgI_Oc_g

► Med. 33: Hand signals (first referee)

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8.1 HS - First referee

First referee

Service/Reception

In, Out, Touch

Faults in playing the ball

Reaching beyond the net, blocking faults, attack faults

Misconduct and delay sanctions

End of set or match, change of courts

Other hand signals

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8.1.1 Service/Reception

Authorization of the service

► There is a video at this point on the website.

<https://diske.eduloop.de/loop/Service/Reception>

► **Med. 34:** Authorization of the service

Move the hand to indicate direction of service

Eight second violation

- A player has failed to serve within eight seconds after the authorization of the service

► There is a video at this point on the website.

<https://diske.eduloop.de/loop/Service/Reception>

► **Med. 35:** Eight second violation

Raise eight fingers, spread open

Server touches the court at the moment of the service hit

- A player touches the court at the moment of the service hit

► There is a video at this point on the website.

<https://diske.eduloop.de/loop/Service/Reception>

► **Med. 36:** Übertritt beim Service

Point to the relevant line

Ball not tossed or released at the service hit

- Ball hit directly out of the hand at the service hit

► There is a video at this point on the website.

<https://diske.eduloop.de/loop/Service/Reception>

► **Med.:**

Positional or rotational fault

- Positional of the serving or the receiving team
- Rotational fault

► There is a video at this point on the website.

<https://diske.eduloop.de/loop/Service/Reception>

► **Med. 38:** Positional or rotational fault

Make a circular motion with the forefinger

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8.1.2 In, Out, Touch

Ball in

- The ball touches the court

► There is a video at this point on the website.

https://diske.eduloop.de/loop/In,_Out,_Touch

► **Med. 39:** Ball in

Point the arm and fingers toward the floor

Ball out

- The ball touches the floor completely outside the court
- The ball touches an external object or one an antenna
- The ball touches the ceiling

► There is a video at this point on the website.

https://diske.eduloop.de/loop/In,_Out,_Touch

► **Med. 40:** Ball out

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

Touch

- The ball goes out after a touch on the same side

► There is a video at this point on the website.

https://diske.eduloop.de/loop/In,_Out,_Touch

► **Med. 41:** Touch

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

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8.1.3 Faults in playing the ball

Double contact

- A player makes consecutive hits (exception: first hit, if it is in one action)

► There is a video at this point on the website.

https://diske.eduloop.de/loop/Faults_in_playing_the_ball

► **Med. 42:** Double contact

Raise two fingers, spread open

Four hits

- A team makes four hits

► There is a video at this point on the website.

https://diske.eduloop.de/loop/Faults_in_playing_the_ball

► **Med. 43:** Four hits

Raise four fingers, spread open

Catch

- A player catches and throws the ball

► There is a video at this point on the website.

https://diske.eduloop.de/loop/Faults_in_playing_the_ball

► **Med. 44:** Catch

Slowly lift the forearm, palm of the hand facing upwards

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8.1.4 Reaching beyond the net, blocking faults, attack faults

Reaching beyond the net

- Playing a ball in the opponent's space and interfering with the play
- Attacking a ball in the opponent's space

► There is a video at this point on the website.

https://diske.eduloop.de/loop/Reaching_beyond_the_net,_blocking_faults,_attack_faults

► **Med. 45:** Reaching beyond the net

Place a hand above the net, palm facing downwards

Blocking fault / Screening

- Block attempt by a libero
- Executed block by a back-row player
- Executed block in the opponent's space by a back-row player
- Block of a service

► There is a video at this point on the website.

https://diske.eduloop.de/loop/Reaching_beyond_the_net,_blocking_faults,_attack_faults

► **Med. 46:** Blocking fault / Screening

Raise both arms vertically, palms forward

Attack hit fault

- A back-row player completes an attack, taking off from the front zone
- Completed attack higher than the top of the net after an overhand finger pass by the libero from the front zone
- Completing an attack higher than the top of the net after a service, when the ball is still above the front zone

► There is a video at this point on the website.

https://diske.eduloop.de/loop/Reaching_beyond_the_net,_blocking_faults,_attack_faults

► **Med. 47:** Attack hit fault

Make a downward motion with the forearm, hand open

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8.1.5 Misconduct and delay sanctions

Delay warning

► There is a video at this point on the website.

https://diske.eduloop.de/loop/Misconduct_and_delay_sanctions

► **Med. 48:** Delay warning

Cover the wrist with a yellow card

Delay penalty

- Repeated delay

► There is a video at this point on the website.

https://diske.eduloop.de/loop/Misconduct_and_delay_sanctions

► **Med. 49:** Delay penalty

Cover the wrist with a red card

Warning

- Minor misconduct

► There is a video at this point on the website.

https://diske.eduloop.de/loop/Misconduct_and_delay_sanctions

► **Med. 50:** Warning

Show a yellow card

Penalty

- Repeated minor misconduct
- Rude conduct

► There is a video at this point on the website.

https://diske.eduloop.de/loop/Misconduct_and_delay_sanctions

► Med. 51: Penalty

Show a red card

Expulsion

- Repeated rude conduct
- Offensive conduct

► There is a video at this point on the website.https://diske.eduloop.de/loop/Misconduct_and_delay_sanctions**► Med. 52:** Expulsion

Show yellow and red card jointly

Disqualification

- Third rude conduct
- Repeated offensive conduct
- Aggression

► There is a video at this point on the website.https://diske.eduloop.de/loop/Misconduct_and_delay_sanctions**► Med. 53:** Disqualification

Show red and yellow cards separately

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8.1.6 End of set or match, change of courts

End of set or match

- End of set
- End of match

► There is a video at this point on the website.https://diske.eduloop.de/loop/End_of_set_or_match_change_of_courts

► Med. 54: End of set or match

Cross the forearms in front of the chest, hands open

End of set or match - complete

- End of set

► There is a video at this point on the website.

https://diske.eduloop.de/loop/End_of_set_or_match_change_of_courts

► Med. 55: End of set or match - complete

Cross the forearms in front of the chest. Raise the forearms front and back and twist them around the body.

Change of courts

- Change of courts after a set
- Change of courts in a deciding set

► There is a video at this point on the website.

https://diske.eduloop.de/loop/End_of_set_or_match_change_of_courts

► **Med.:**

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8.1.7 Other hand signals

Net fault

- A player touches the net in a playing action
- A player interferes with the play by touching the net
- A player serves into the net

► There is a video at this point on the website.

https://diske.eduloop.de/loop/Other_hand_signals

► **Med. 57:** Net fault

Indicate the relevant side of the net with the corresponding hand
Penetration into the opponent's court

- A player penetrates into the opponent's court with a full foot
- A player interferes with the play of the opponent under the net
- A ball crosses the space under the net completely

► There is a video at this point on the website.

https://diske.eduloop.de/loop/Other_hand_signals

► **Med. 58:** Penetration into the opponent's court

Point to the center line

Double fault or and replay

- External interference
- Two players of opposing teams commit a fault at the same time

► There is a video at this point on the website.

https://diske.eduloop.de/loop/Other_hand_signals

► **Med. 59:** Double fault or and replay

Raise both thumbs vertically

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8.2 HS - Second referee

Attack hit fault

- A back-row player completes an attack completely higher than the top of the net from the front zone
- Completing an attack on a service completely higher than the top of the net while the ball still is above the front zone

► There is a video at this point on the website.

<https://diske.eduloop.de/loop/HS - Second referee>

► **Med. 60:** Attack hit fault

Make a downward motion with the forearm, hand open.

Blocking fault

- Blocking attempt by a libero
- Completed block by a back row player
- Completed block outside of the antenna
- Completed block on a service

► There is a video at this point on the website.

<https://diske.eduloop.de/loop/HS - Second referee>

► **Med. 61:** Blocking fault

Raise both arms vertically, palms forward.

Net fault

- A player touches the net during an (attempted) playing action
- A player touches the net, interfering with the play

► There is a video at this point on the website.

<https://diske.eduloop.de/loop/HS - Second referee>

► **Med. 62:** Net fault

Indicate the relevant side of the net with the corresponding hand.

Out

- The ball touches the floor completely outside of the court
- The ball touches an external object or one of the antennae
- The ball touches the ceiling

► There is a video at this point on the website.

<https://diske.eduloop.de/loop/HS - Second referee>

► **Med. 63:** Out

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

Penetration into the opponent court

- A player steps into the opponent court with a full foot
- A player interferes with the opponent's play under the net on the opponent's side

► There is a video at this point on the website.

<https://diske.eduloop.de/loop/HS - Second referee>

► **Med. 64:** Penetration into the opponent court
Point to the center line.

Double fault or replay

- A rally has to be stopped due to injury, an accident, any other external interference
- If two or more faults are committed by opponents simultaneously

► There is a video at this point on the website.

<https://diske.eduloop.de/loop/HS - Second referee>

► **Med. 65:** Double fault or replay
Raise both thumbs vertically.

Positional or rotational fault

- The receiving team commits a positional fault
- The serving team commits a rotational fault

► There is a video at this point on the website.

<https://diske.eduloop.de/loop/HS - Second referee>

► **Med. 66:** Aufstellungsfehler
Make a circular motion with the forefinger

Moving to the side that will receive next

► There is a video at this point on the website.

<https://diske.eduloop.de/loop/HS - Second referee>

► **Med. 67:** Moving to the side that will receive next
A clear step to the side that will receive next.

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8.3 HS - Line-judges

!
important

Make sure to make eye contact with the first referee after you have made a decision!

2-line-judge system

Ball In

► There is a video at this point on the website.

<https://diske.eduloop.de/loop/HS - Line-judges>

► **Med. 68:** Ball In

Stay upright, point flag along the line.

Ball Out

► There is a video at this point on the website.

<https://diske.eduloop.de/loop/HS - Line-judges>

► **Med. 69:** Ball Out

Raise the flag vertically.

Touch

► There is a video at this point on the website.

<https://diske.eduloop.de/loop/HS - Line-judges>

► **Med. 70:** Touch

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

Crossing space faults, ball hits an external object, foot fault during service

► There is a video at this point on the website.

<https://diske.eduloop.de/loop/HS - Line-judges>

► **Med. 71:** Crossing space faults, ball hits an external object, foot fault during service

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

No judgement possible

► There is a video at this point on the website.

<https://diske.eduloop.de/loop/HS - Line-judges>

► **Med. 72:** No judgement possible

Raise and cross both arms and hands in front of the chest.

4 line-judge system

Ball In

► There is a video at this point on the website.

<https://diske.eduloop.de/loop/HS - Line-judges>

► **Med. 73:** Ball In

Stay upright, point flag along the line.

Ball Out

► There is a video at this point on the website.

<https://diske.eduloop.de/loop/HS - Line-judges>

► **Med. 74:** Ball Out

Raise the flag vertically.

Touch

► There is a video at this point on the website.

<https://diske.eduloop.de/loop/HS - Line-judges>

► **Med. 75:** Touch

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

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9 Guides

Procedure in case of injuries

If an injury occurs during a rally, the rally must be interrupted immediately and repeated. In any case first aid must be allowed! If it is foreseeable that the injured player will not be able to rejoin the game, a regular substitution must be made.

If he cannot play anymore, an exceptional substitution must be made. This must be noted under "Remarks".

If no exceptional substitution is possible, the player will be granted a recovery time of three minutes. Each player can only be granted one recovery time per match.

If the player is not able to play after the recovery time, the team must be declared incomplete. The points that the opposing team lacks to win the match will be awarded to them.

Procedure:

- Allow first aid
- Normal change
- Exceptional change (note under remarks!)
- Recovery time (note under remarks!)

Libero re-designation

If the last remaining libero becomes unable to play (injury, illness, expulsion, disqualification, request by the coach), a new libero can be named. Any player who is not on court (and is not the replacement player of the libero) can become the new libero and may replace the disabled libero.

Self-determined inability to play (request by the coach)

If the libero is on court, he must be replaced by his replacement player first. A re-designated libero can then only replace another player after a completed rally.

Under no circumstances can a libero participate in the match again, if a new libero has already been re-designated!

The new libero must play in a jersey that differs from the rest of the team in the basic color. If no jersey is available, a T-shirt, an overshirt, a bib etc. can be used.

Procedure:

- Determine or acknowledge the inability to play
- Request for re-designation by the coach to the 2nd referee
- Record under Remarks

Rotational faults

If a rotational fault is detected, proceed as follows:

- Point for the opponent
- Right to serve for the opponent
- Correction of the wrong rotation

If it is clear when the fault occurred first, all points scored with the wrong rotation are to be canceled from the team at fault; the points of the opponent remain.

If it is not clear when the fault occurred first, only one point and the right to serve will be awarded to the opponent.

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10 Myth Busters

The first hit cannot be called a catch

The first hit of the ball can be called a catch, if the action consists of catching and throwing - i.e. the ball contact with any part of the body is prolonged. If the ball touches several parts of the body one after the other in one action, no fault is committed.



- 9.2.2 The ball must not be caught and/or thrown. It can rebound in any direction.
- 9.2.3.2 at the first hit of the team, the ball may contact various parts of the body consecutively, provided that the contacts occur during one action.

There are 3 minutes between two sets

The 3 minutes are measured from the end of one set to the first service of the following set. This means that the second referee must call the players back onto the court after 2.5 minutes.



- 18.1 An interval is the time between sets. All intervals last three minutes.
- During this period of time, the change of courts and line-up registrations of the teams on the score sheet are made.

Raise your hand

For example, if a player has to tie his shoelace, he should not raise his hand to alert the referee, but tie the shoelace as quickly as possible. Raising the hand and waiting for a reaction from the referees will further delay the game and may be penalized as a delay.

Standing close to the bench

Players who are not on the court must either sit on the bench or be in the warm-up area. Standing in front, behind or on the bench is not allowed. **Only if the CEV court layout is used** (warm-up area behind the benches), standing behind the bench is, of course, allowed.



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

Touch or no touch? Replay!

If a ball lands out and the referees are not sure whether the ball was touched by a blocking or defending player, the ball has to be given out because a touch was not clearly recognizable.

Referees may only call faults as they see them. A replay should only be given if two faults of opposing teams happen at the same time or if no decision can be made by the referee.

The referee is against me/my team

Teams are often dissatisfied when there are decisions against them. Very quickly they feel disadvantaged and believe that the referees deliberately disadvantage your team, especially close in-out decisions. Every referee can only do his best and make a decision according to his perception.

Derek Thompson commented on this topic very well in a blog: If you have three decisions against you and the opposing team has none against you, then you should consider the following:

- I probably don't even know, I don't count.
- "Fair" does not mean that both teams have the same number of decisions against each other.
- Your team should probably adapt their game.

<https://www.theatlantic.com/business/archive/2011/08/what-people-dont-get-about-my-job-the-referee/243233/> What People Don't Get About My Job (Derek Thompson)

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11 Coaches' Corner

This section deals with the rights, duties and typical activities of coaches.

Rights of a coach

Duties of a coach

Requests during the match

Checklist for coaches

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11.1 Rights of a coach

Location

A coach can move freely in front of the benches or in the **coaching zone** (if available) as well as the **warm-up area**". **Only he has the right to sit in the** first place on the bench". But he can also take a seat at another place on the bench temporarily.

Time outs and substitutions

A coach has the right, as long as the ball is out of play, to ask for the '*remaining number of his time outs and substitutions*', if there is no display in the hall showing these two pieces of information.

See also requests during the match.

Player coaches

If a coach acts as **player coach**, he **loses all rights, as soon as he enters the court as an active player** and is not game captain at the same time.

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11.2 Duties of a coach

The **coach** of the team must be **recorded in the score sheet**. *Before the match, he has to record or check the 'players list* (e-scoring) and if necessary **sign** the score sheet.

Twelve minutes before the start of the match, the coach must announce the **line-up of his team by means of a line-up sheet**. In any case, the line-up sheet must be signed by the coach! In some competitions several copies of the line-up sheet are necessary. In all set intervals, he has to hand in his line-up sheet as soon as possible to the second referee.

SET 1		
R-5	LINE-UP SHEET Fiche de position	
TEAM Equipe	U V C	
IV	III	II
18	8	6
V	VI	I
17	14	3
SERVICE		
 		

SET 1		
R-5	LINE-UP SHEET Fiche de position	
TEAM Equipe	T I R	
IV	III	II
3	12	9
V	VI	I
13	4	5
SERVICE		
 		

Fig. 76: Line-up sheet

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11.3 Requests during the match

Time-Outs

The **request for a time-out** is made by the coach by **showing the official hand signal**. The purely verbal request is not a valid request! The second referee must always wait for the hand signal before granting the request.

Substitutions

The **request for a substitution** is not made by the coach, but by a player **entering the substitution zone ready to play**. Any additional substitution players must arrive at the substitution zone not causing a delay.

The "substitution hand signal" by a coach is not understood as a request by the referees. No delay of the match due to this hand signal is allowed.

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11.4 Checklist for coaches

- Line-up sheets for both teams
- Substitution paddles (where applicable)
- Checklists (if applicable)
- Score sheet
- Charges for match officials

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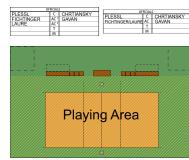


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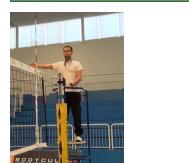


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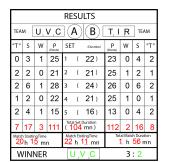


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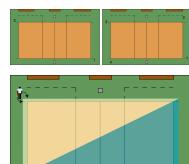


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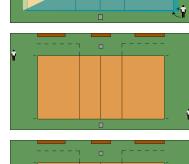


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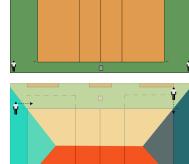


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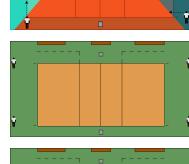


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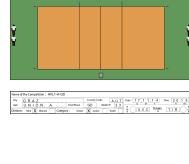


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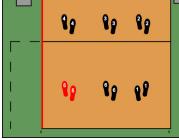
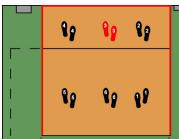
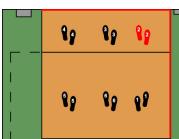
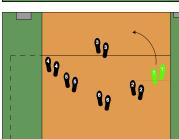
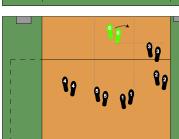
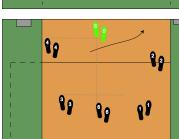
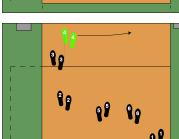
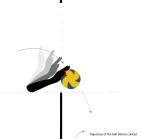
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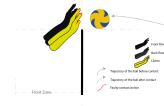


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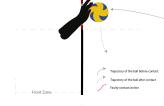


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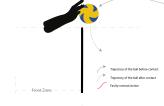


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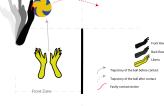


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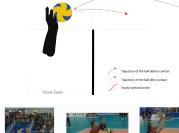


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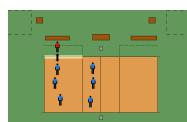


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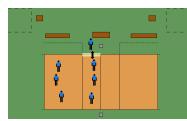


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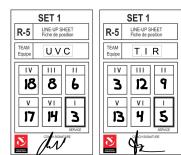


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