



Revised September 2012

|| Introductions

- Introduction of clinicians
 - Volleyball background, Level
- Introduction of candidates
 - Name, Where from, Volleyball background

|| Overview

1. Facilities and Equipment
2. Participants
3. Playing Formats
4. Playing Actions
5. Interruption and Delays
6. Sanctions
7. Writing a Score Sheet

|| Objectives

For the new official to gain working knowledge in three areas of the game:

1. Rules and their applications
2. Operating mechanisms and procedures
3. Officials equipment and associated functions

|| FACILITIES AND EQUIPMENT

|| The Five Necessary Pieces

1. The Playing Area
2. Net
3. Posts
4. Sidebands and Antennae
5. Volleyball

|| The Playing Area

- Includes two different regions:
 - Playing court
 - Free zone
- Playing court:
 - Rectangular
 - Measuring 18 x 9 meters
 - Divided into zones by lines

|| The Playing Area

- Free zone:
 - Minimum of 3 m wide on all sides
 - Free of all obstructions
- Free playing space:
 - Minimum of 7 m in height
 - Free of all obstructions

|| Lines on the Court

All lines on the court are 5 cm wide

- Boundary Lines:
 - Two sidelines
 - Two end lines
 - Drawn inside the dimensions of the playing court

|| Lines on the Court

- Centre Line
 - Divides the court into 9 m x 9 m segments
 - Extends from sideline to sideline
- Attack Lines
 - 3 meters back from the axis of the centre line
 - Extended by five (5) 15 cm segments drawn 20 cm apart

|| Zones and Areas

- Six zones/areas make up the playing court
 - Front zone
 - Service zone
 - Substitution zone
 - Libero Replacement zone
 - Warm-up area
 - Penalty area

|| Zones and Areas

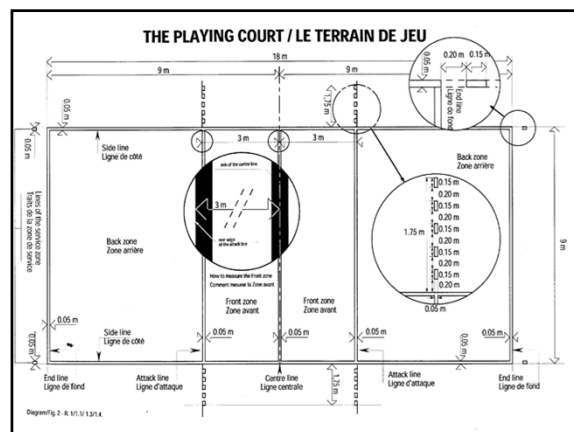
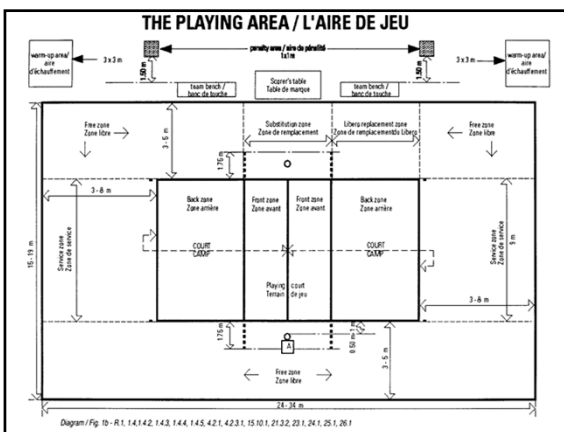
- Front Zone:
 - Limited by
 - Axis of the centre line
 - Rear edge of the attack line
 - Extends to the end of the free zone
- Substitution Zone:
 - Limited by the extension of both attack lines, the sideline and the scorer's table

|| Zones and Areas

- Service Zone:
 - 9 m wide area behind the end line
 - Limited laterally by two short lines, each 15 cm long drawn 20 cm behind the end line as an extension of the sidelines
 - In depth, extends to the end of the free zone
- Libero Replacement Zone
 - Part of the free zone on the side of the team benches
 - Limited by the extension of the attack line and the end line

|| Zones and Areas

- Warm-up Area:
 - 3 m x 3 m area located in both bench-side corners
 - Outside of the free zone
- Penalty Area:
 - 1 m x 1 m area located outside the prolongation of the end line
 - May be limited by a 5 cm wide red line



|| The Net

- Width of 1 m
- Length of 9.5 m – 10 m
- Comprised of 10 cm square black mesh
- At the top is a 7 cm wide canvas band
- At the bottom is a 5 cm wide canvas band

|| Net Heights

- Measured in two locations:
 - Centre of the playing court
 - At both sidelines (can exceed by up to 2 cm)

Net Heights for VC Competitions		
Age Group	Female	Male
14 and under	2.15 m	2.20 m
15/16 and under	2.20 m	2.35 m
17/18 and under, adult	2.24 m	2.43 m

Posts

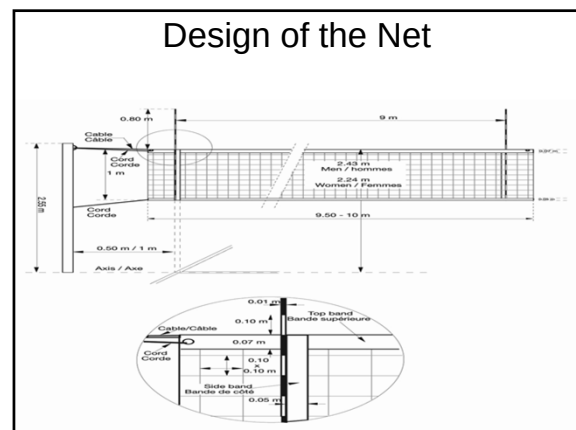
- 2.55 m in height
- Adjustable
- Located 0.50 m – 1.00 m outside the court

Sidebands

- 1 m long and 5 cm wide
- Attached to the net directly above the sidelines
- Considered as part of the net

Antennae

- 1.80 m long and 10 mm in diameter
- Top 80 cm extends above the net and is marked with 10 cm red and white stripes
- Fastened on opposite sides of the net at the outer edge of each side band



III The Volleyball

Dimensions of a Volleyball	
Circumference	65 – 67 cm
Weight	260 – 280 g
Internal Pressure	0.40 – 0.45 kg/cm ²

Participants

Participants

- Two groups comprise the participants
 - Refereeing Corps
 - The Teams

The Referee Corps

- 5 - 8 individuals make up the Refereeing Team
 - First Referee
 - Second Referee
 - Scorer/Assistant Scorer
 - Two (Four) Line Judges

First Referee

- Location:
 - Carries out functions from the referee's stand
 - Approximately 50 cm above the net
- Authority:
 - Directs the match from start to finish
 - Able to decide on any matter in the match
 - Determines that the playing area, equipment and conditions are acceptable

Responsibilities of the First Referee

- Prior to the Match:
 - Inspects the playing area, balls and other equipment
 - Performs the coin toss with the team captains
 - Controls the teams' warm-up

Responsibilities of the First Referee

- During the match, the first referee decides upon:
 - The faults of the server and serving team
 - Faults in playing the ball
 - Faults above the net and at its upper part
 - Attack hit faults of the Libero
 - Faulty attack hit of the back row players
 - Any attempt to block by the Libero
 - Any completed block by a back row player
 - The ball crossing under the net
 - An attack hit made by a player on a ball coming from an overhead pass with fingers by the Libero in his/her front zone

Responsibilities of the First Referee

- During the Match, the first referee is authorized to:
 - Issue warnings to the teams
 - Sanction misconducts and delays
- After the Match:
 - Checks and signs the scoresheet

Second Referee

- Location:
 - Outside the playing court near the post
 - On the opposite side facing the first referee
- Authority:
 - Assistant to the first referee
 - Controls the work of the scorer
 - Supervises the members on the team benches
 - Authorizes and controls interruptions

Responsibilities of the Second Referee

- Prior to the match:
 - Assists the first referee
- Prior to each set:
 - Checks that the actual positions of the players on the court correspond to those on the line-up sheets

Responsibilities of the Second Referee

- During the match, the second referee whistles and signals:
 - Penetration into the opponent's court and the space under the net
 - Positional faults of the receiving team
 - Faulty contact with the net at its lower part
 - Any completed block by a back row player
 - Any attempt to block by the Libero
 - Faulty attack hit of the back row players

Responsibilities of the Second Referee

- During the match, the second referee whistles and signals:
 - The contact of the ball with an outside object (Ex. Post on their own side)
 - Contact of the antenna (on their own side) by a player or the ball
 - Contact of the ball with the floor when the first referee is not in position to see the contact
- After the match:
 - Checks and signs the score sheet

Scorer

- Location:
 - Seated at the scorer's table opposite the first referee
- Prior to the match, the scorer:
 - Registers the match and team information
 - Obtains the captains and coaches signatures
 - Records the starting line-up for each team

Scorer

- During the match, the scorer:
 - Records the points scored
 - Controls the serving order of each team
 - Indicates rotational errors (after the service)
 - Records time-outs and player substitutions
 - Notifies the second referee of improper requests
 - Records sanctions
 - Records other events as instructed

Scorer

- After the match, the scorer:
 - Records the final results
 - Signs the score sheet
 - Obtains signatures from the team captains, second referee and first referee
- In the case of a protest and with the authorization of the first referee, the scorer:
 - Writes a statement of the incident or
 - Permits the captain to write a statement

Assistant Scorer

- Location:
 - Seated beside the Scorer at the scorer's table
- Prior to the match, the assistant scorer:
 - Prepares the Libero control sheet
 - Prepares the reserve score sheet

Assistant Scorer

- During the match, the assistant scorer:
 - Records the Libero replacements
 - Notifies the referees of any Libero replacement faults
 - Controls the timing of technical time-outs
 - Controls the manual scoreboard
 - Verifies consistency of the scoreboards
 - Updates the reserve score sheet

Assistant Scorer

- After the match, the assistant scorer:
 - Signs and submits the Libero control sheet
 - Signs the score sheet

Line Judges

- Location:
 - 1 – 2 m diagonally from the corner (if 2 line judges)
 - 1 – 3 m from the corner (if 4 line judges)
- Authority:
 - To control their respective line(s) and signal the final result

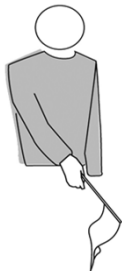
Line Judges

- Line judges use flags to signal:
 - Ball in and ball out
 - Ball touching a player on the receiving team
 - Ball touching the antenna
 - Foot faults of the server
 - Any contact of the antenna by a player
 - The ball crossing the net outside the crossing space (into the opponent's court)

Line Judges Signals

Ball In

- Point down with the flag



Line Judges Signals

Ball Out

- Raise the flag vertically



Line Judges Signals

Ball Touched

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



Line Judges Signals

Ball Outside (Contacting) the Antenna or Foot Fault

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



Line Judges Signals

Judgment Impossible

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



Team Composition

- Volleyball Canada teams may consist of:
 - Maximum of 15 players
 - One coach
 - One assistant coach
 - One trainer/manager
 - One medical doctor
- Note:
 - FIVB standards – 14 players

Team

- Location:
 - Players not in play must either:
 - Sit on the bench (Non-registered Players)
 - Stand in the warm-up area (Registered Players)
 - The coach and other team members sit on the bench, but may temporarily leave it

Team Equipment

- Design and colour of jerseys shorts and socks must be uniform
- Player jerseys numbered from 1 – 24
- Team captain must have a stripe underlining their number

Changes of Equipment

- First referee may authorize:
 - One or more players to play barefoot
 - One or more players to change wet uniforms
 - One or more players to play in training suits

Forbidden Objects

- The referee shall not permit:
 - Finger, hand, wrist, elbow or forearm guards, casts or braces, made of hard plastic, metal or wood or any other hard substance even if they are padded
 - Equipment that could cut or cause abrasions
 - Headwear (except headbands 5 cm in width)
 - Jewelry must be either taped or removed

Forbidden Objects

- The referee shall permit:
 - Shoulder, upper arm, thigh or lower leg protective equipment if the material is padded so as not to create a danger
 - Reputable knee braces
 - Broken nose protector (even if a hard material)
 - Thermoplastic finger splints (if secured to the digit or hand with tape or wrapping)
 - Glasses or lenses (at the player's own risk)

Team Leaders

- The team leaders are:
 - Captain
 - Coach
- Team leaders are responsible for the conduct and discipline of their team

Team Captain

- Prior to the match, the captain:
 - Represents their team at the coin toss
 - Signs the scoresheet to verify the roster
- During the match:
 - Only the game captain is authorized to speak to the referees

Team Captain

- During the match, the captain may:
 - Ask for an explanation on the application or interpretation of the rules
 - May protest such decision immediately
 - Ask authorization:
 - To change all or part of the equipment
 - To verify the positions of the teams
 - To check the floor, the net, the ball
 - In the absence of the coach, may request time-outs and substitutions

Team Captain

- After the match, the captain:
 - Thanks the referees
 - Signs the score sheet to ratify the outcome
 - Records any protest (if correctly lodged)

Coach

- Location:
 - Instructs their team from outside of the playing court
- Prior to the match, the coach:
 - Records or verifies the roster
 - Signs the scoresheet

Coach

- During the match, the coach:
 - Submits a line-up sheet before each set
 - Sits on the team bench nearest to the scorer or may stand/walk in the free zone in front of his/her team bench
 - Requests time-outs and substitutions from the extension of the attack line in the free zone
 - May give instructions to the players

The Libero

- Each team can designate a specialized defensive player
- The Libero can be neither team captain or game captain
- For Volleyball Canada competition:
 - The team captain can be designated as the Libero starting in set 2

The Libero's Equipment

- The Libero must:
 - Wear a uniform whose jersey at least must contrast in colour with that of the other team members
 - A player's regular jersey and libero jersey must be the same number

Actions Involving the Libero

- The Libero:
 - May replace any player in a back row position
 - Is restricted to perform as a back row player
 - Can not complete an attack from anywhere if the ball is above the top of the net
 - May not serve, block or attempt to block
- A player may not complete an attack hit above the net if the ball is coming from an overhead finger pass by the Libero in the front zone or its extension

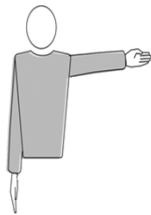
Actions Involving the Libero

- Replacement of players:
 - Are not regular substitutions (unlimited)
 - There must be a rally between replacements
 - The Libero can only be replaced by the player they replaced
 - Must happen while the ball is out of play
- Redesignation:
 - The Libero may be re-designated for each set

Playing Formats

Scoring Points

- A team scores a point:
 - By grounding the ball in the opponent's court
 - When the opponent's commit a fault
 - When the opponent's receive a penalty



Winning Sets and the Match

- The first team to score 25 points wins the set
- If tied at 24 – 24, play continues until a 2 point lead is achieved
- The match is won when a team wins 2 of 3 sets or 3 of 5 sets
- In the case of a tie (1 – 1 or 2 – 2), the deciding set is played to 15 points



Structure of Play

- The Toss
 - First referee carries out the coin toss in the presence of the two captains
 - The winner of the toss chooses either:
 - The right to serve or to receive service or
 - The side of the court
 - The loser of the toss chooses from the remaining option

Starting Line-up

- Each team is composed of 6 players
- Before the start of each set, the coach presents a line-up sheet, duly filled in and signed, to the scorer or second referee
- Players not in the starting line-up are substitutes

Service

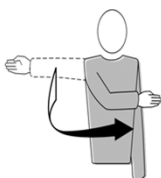
- The act of putting the ball into play, by the back right player, in the service zone
- The first service of the first (and deciding) set is determined by the coin toss
- First service in subsequent sets will alternate between the teams

Service Order

- The service order is determined by the line-up sheet
- The player to serve is determined as follows:
 - If the serving team wins the rally, the player who served before, serves again
 - If the receiving team wins the rally, they rotate one position clockwise. The player moving into the back-right position serves

Authorization of Service

- The first referee checks:
 - That both teams are ready
 - That the server is in possession of the ball
- Authorization to serve:
 - Move the hand to indicate the direction of service



Execution of Service

- The ball shall be hit with one hand or any part of the arm after being tossed or released
- Only one toss/release of the ball is allowed
- The server must not touch the court (end line included) at the moment of the service hit or take-off for a jump serve
- The server must hit the ball within 8 seconds
- A service executed before the whistle is cancelled

Screening

- The players of the serving team must not prevent the opponent from seeing the server or the flight path of the ball
- A screen is made by waving arms, jumping or moving sideways, or by standing grouped together to hide the flight path of the ball

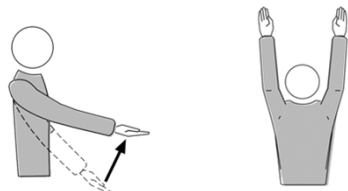
Faults Made During the Service

- Serving Faults
 - The server violates the rotational (service) order
 - The server does not execute the service properly
- Faults after the Service Hit
 - The ball touches a player of the service team
 - The ball fails to cross the net
 - The ball goes “out”
 - The ball passes over a screen

Ball not Tossed or Released at Service

Screening

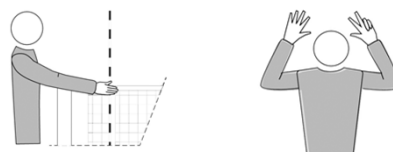
- Lift the extended arm, the palm of the hand facing upwards
- Raise both arms vertically, palms forward



Served Ball Fails to Pass Over the Net

Delay in Service

- Indicate the respective side of the net
- Raise eight (8) fingers, spread open



Positions

- Players are numbered according to position:
 - Front right (2), front centre (3) and front left (4)
 - Back right (1), back centre (6) and back left (5)
- At the moment of service contact
 - Back row players must be farther from the net than the corresponding front row players
 - Players must be positioned laterally as above
- Contact of the foot with the ground determines a players position

Positional Fault

- A positional fault is committed, if a player is not in the correct position at the moment the ball is hit by the server
- Consequences of a positional fault:
 - The team is sanctioned with a point and service to the opponent
 - Players' positions are rectified

Rotational Fault

- Rotational order is determined by the team's starting line-up
- A rotational fault is committed when the service is not made according to the rotational order
- Consequences of a rotational fault:
 - The team is sanctioned with a point and service to the opponent
 - The player's rotational order is rectified

Positional or Rotational Fault

- Make a circular motion with the forefinger

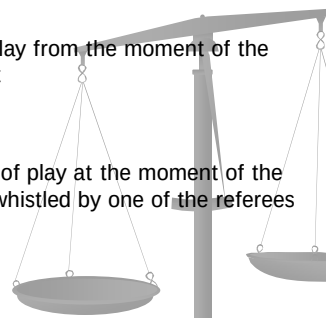


Playing Actions



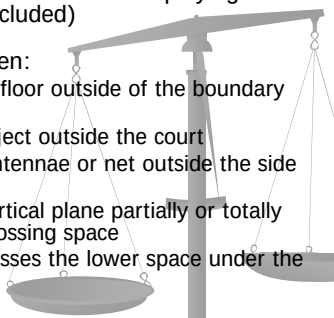
States of Play

- Ball in Play
 - The ball is in play from the moment of the service contact
- Ball Out of Play
 - The ball is out of play at the moment of the fault which is whistled by one of the referees



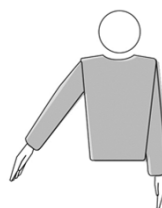
Ball In and Out

- The ball is in when it touches the playing court (boundary lines included)
- The ball is out when:
 - The ball hits the floor outside of the boundary lines
 - It touches an object outside the court
 - It touches the antennae or net outside the side bands
 - It crosses the vertical plane partially or totally outside of the crossing space
 - It completely crosses the lower space under the net



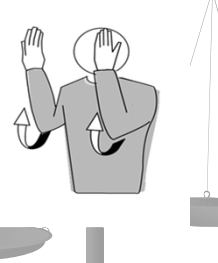
Ball In

- Point the arm and fingers towards the floor



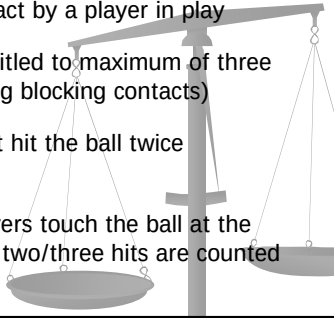
Ball Out

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



Team Hits

- A hit is any contact by a player in play
- Each team is entitled to maximum of three hits (not including blocking contacts)
- A player may not hit the ball twice consecutively
- If two/three players touch the ball at the same time, then two/three hits are counted



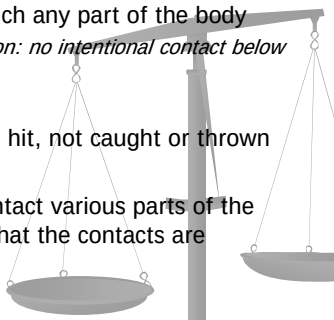
Ball Touched

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



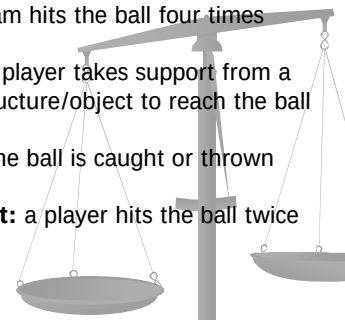
Characteristics of the Hit

- The ball may touch any part of the body
 - *CSSD Modification: no intentional contact below the waste*
- The ball must be hit, not caught or thrown
- The ball may contact various parts of the body, provided that the contacts are simultaneous



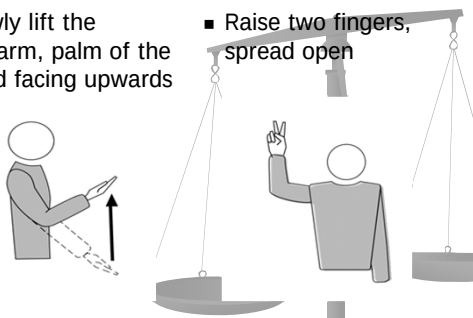
Faults in Playing the Ball

- **Four Hits:** a team hits the ball four times
- **Assisted Hit:** a player takes support from a teammate or structure/object to reach the ball
- **Carried Ball:** The ball is caught or thrown
- **Double Contact:** a player hits the ball twice in succession



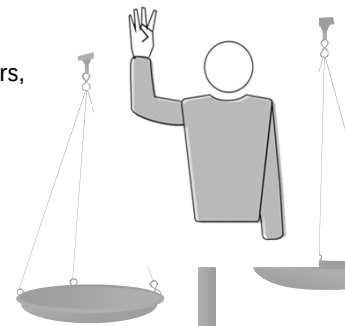
Carried Ball (Catch) Double Contact

- Slowly lift the forearm, palm of the hand facing upwards
- Raise two fingers, spread open



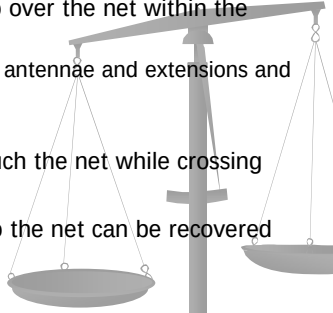
Four Hits

- Raise four fingers, spread open



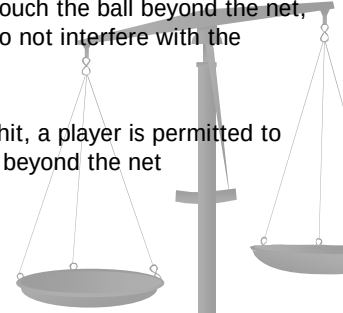
Ball at the Net

- The ball must go over the net within the crossing space:
 - Top of the net, antennae and extensions and the ceiling
- The ball may touch the net while crossing
- A ball driven into the net can be recovered



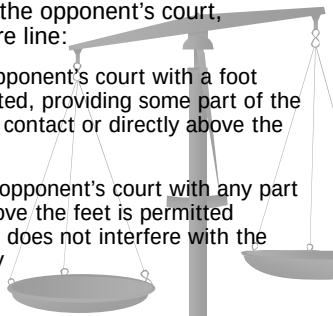
Player at the Net

- A blocker may touch the ball beyond the net, provided they do not interfere with the opponent's play
- After an attack hit, a player is permitted to pass their hand beyond the net



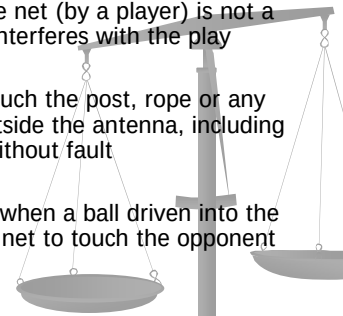
Penetration Under the Net

- Penetration into the opponent's court, beyond the centre line:
 - To touch the opponent's court with a foot (feet) is permitted, providing some part of the foot (feet) is in contact or directly above the centre line
 - To contact the opponent's court with any part of the body above the feet is permitted provided that it does not interfere with the opponent's play



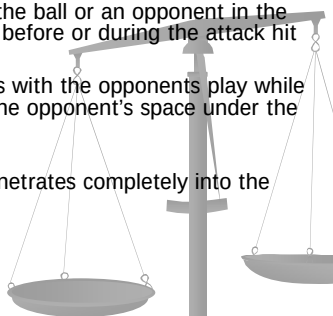
Contact with the Net

- Contact with the net (by a player) is not a fault, unless it interferes with the play
- A player may touch the post, rope or any other object outside the antenna, including the net itself, without fault
- No fault occurs when a ball driven into the net, causes the net to touch the opponent



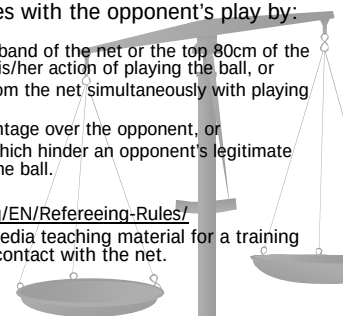
Player's Faults at the Net

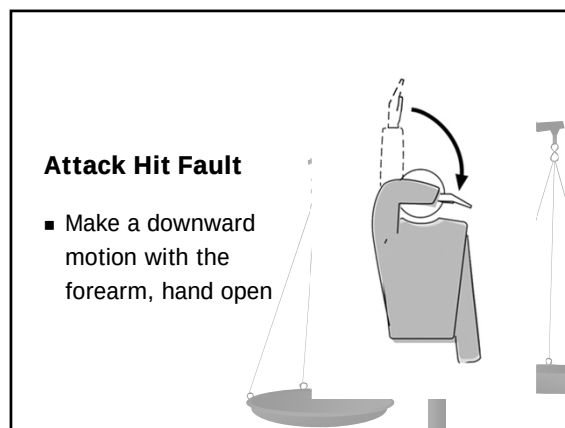
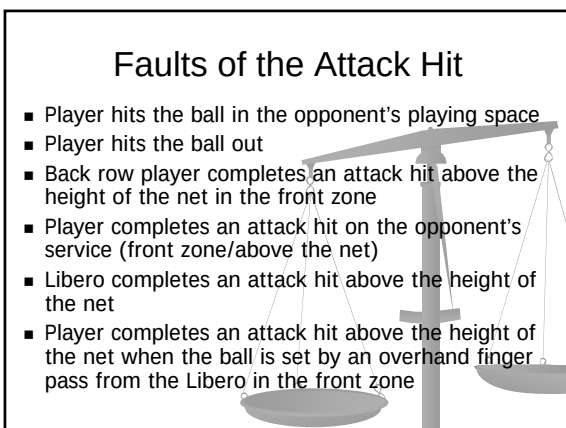
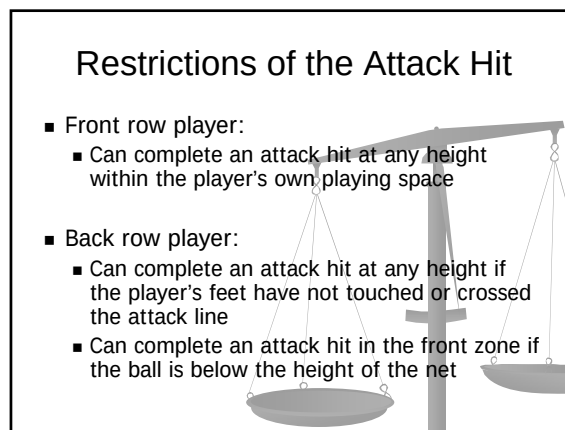
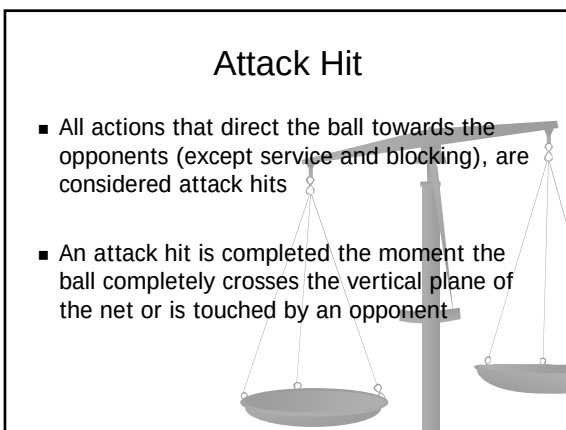
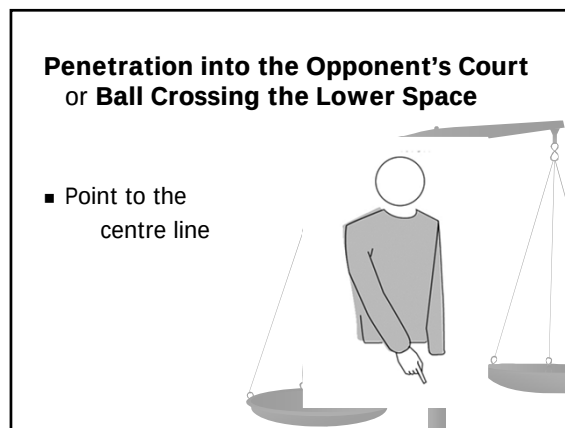
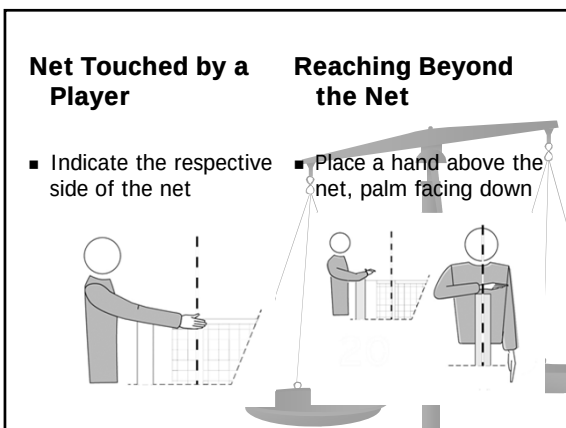
- A player touches the ball or an opponent in the opponent's space before or during the attack hit
- A player interferes with the opponents play while penetrating into the opponent's space under the net
- A player's foot penetrates completely into the opponent's court



Player's Faults at the Net

- A player interferes with the opponent's play by:
 - touching the top band of the net or the top 80cm of the antenna during his/her action of playing the ball, or
 - taking support from the net simultaneously with playing the ball, or
 - creating an advantage over the opponent, or
 - making actions which hinder an opponent's legitimate attempt to play the ball.
- <http://www.fivb.org/EN/Refereeing-Rules/>
 - Go to the Multimedia teaching material for a training video on player contact with the net.





Blocking

- Blocking is the action of players close to the net trying to intercept the ball by reaching higher than the top of the net
- **Block attempt:** action of blocking without touching the ball
- **Completed block:** any block where the blocker touches the ball
- **Collective block:** execution of a block attempt by two (three) players close together

Block and Team Hits

- A block is not counted as a team hit
 - I.e. A team is entitled to three hits
- The hit after the block may be executed by any player, including the one who has touched the ball during the block

Blocking Faults

- Blocker touches the ball in the opponent's space before or simultaneously to the attack hit
- Back-row player or Libero completes or participates in a completed block
- Blocking the opponent's service
- Ball goes out off of the block
- Blocking the ball in the opponent's space from outside the antenna
- Libero attempts an individual or collective block

Blocking Fault

- Raise both arms vertically, palms forward

Interruptions and Delays

Regular Interruptions

- Time-outs
 - Maximum of 2 per set
 - 60 seconds in duration
- Player Substitutions
 - Maximum of 6 per set
- Interruptions may be requested by the coach and game captain only

Sequence of Interruptions

- A request for one or two time-outs and one request for player substitution by either team may follow one another
 - I.e. TO A, Sub A, TO B, Sub B is legal
- A team is not allowed to make consecutive request for player substitutions in the same game interruption

Substitution of Players

- **Substitution:** a player, other than the Libero or their replacement, enters the game to occupy the position of another player
- One or more players may be substituted at the same time
- A player of the starting line-up may leave and re-enter the game once in a set (to the same position)

Exceptional Substitution

- An injured player, who cannot continue playing should be substituted legally. If a legal substitution is not possible, the injured player is exceptionally substituted
- Any player not on the court at the time of the injury, except the Libero and their replacement, may substitute into the game for the injured player
- The injured player is not allowed to re-enter the match

Illegal Substitution

- A substitution is illegal if it exceeds the limitation of substitutions
- When an illegal substitution occurs, the following procedure applies
 - The team is penalized with loss of rally
 - The substitution is rectified
 - Points scored by the team committing the illegal substitution are cancelled. The opponent's points remain valid

Substitution Procedure

- Must be carried out in the substitution zone
- The request for substitution is the physical entrance of the substitute player in the substitution zone
- Multiple Substitutions can occur during a regular interruption

Substitution Procedure

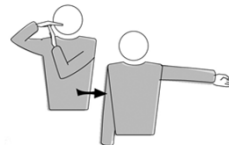
- If performing multiple substitutions, all substitutes must be approaching the substitution zone at the same time
- Substitution Training Video
 - <http://www.fivb.org/EN/Refereeing-Rules/>
 - Go to the Multimedia teaching material for a training video on quick substitutions

Improper Requests

- Improper requests for interruption:
 - During a rally or at the moment of service authorization
 - By a non-authorized team member
 - Second request for substitution by the same team in the same interruption
 - Request after having exhausted the authorized number of time-outs and substitutions
- First improper request is rejected
- Repeated improper requests constitute a delay

Time-out

- Place the palm of one hand over the fingers of the other, held vertically and then indicate the requesting team



Substitution

- Circular motion of the forearms around each other



Game Delays

- Types of Delays
 - Delaying a substitution
 - Prolonging an interruption
 - Requesting an illegal substitution
 - Repeating an improper request
 - Delaying the game by a team member

Delay Sanctions

- Delay warnings and penalties are team sanctions
 - Delay sanctions remain in force for the match
 - Delay sanctions are recorded on the scoresheet
- First delay in a match is sanctioned with a warning
- Second and subsequent delays of any type are sanctioned with a penalty

Delay Warning (Penalty)

- Cover the wrist with opposite open hand, palm facing the referee (warning)
- Cover the wrist with yellow card (penalty)



Interval and Change of Courts

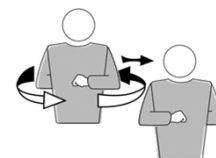
- All intervals between sets last 3 minutes

- After each set, the teams change courts

- In the deciding set, teams change courts once a team reaches 8 points

Change of Courts

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



Sanctions

Requirements of Conduct

- Participants must know the rules and abide by them
- Participants must accept referee's decisions with sportsmanlike conduct
- Participants must refrain from actions aimed at influencing the decisions of the referees
- Participants must behave respectfully towards officials, the opponents, teammates and spectators

Minor Misconducts

- Minor misconducts are not subject to sanctions
- Minor misconducts are dealt with through a verbal warning to the team
- The warning is not a sanction and is not recorded on the scoresheet

Misconduct and its Sanctions

- Incorrect conduct is classified in three categories according to the seriousness:
 - **Rude Conduct:** action contrary to good manners or moral principles; expressing contempt
 - **Offensive Conduct:** defamatory or insulting words or gestures
 - **Aggression:** physical attack or intended aggression

Sanction Scale

- Depending on the seriousness, the corresponding sanctions are
 - Penalty
 - Expulsion
 - Disqualification
- **Penalty**
 - a first rude conduct in the match by any team member is penalized with loss of rally

Sanction Scale

- **Expulsion:**
 - a team member sanctioned by expulsion is seated in the penalty area
 - A team member sanctioned by expulsion shall not play or intervene for the rest of the set
 - First act of offensive conduct by a team member is sanctioned by expulsion
 - Second act of rude conduct in the same match by the same team member

Sanction Scale

■ Disqualification:

- A team member sanctioned by disqualification must leave the competition area for the rest of the match
- First act of aggression
- Second act of offensive conduct by the same team member in the same match
- Third act of rude conduct by the same team member in the same match

Application of Misconduct Sanctions

- All sanctions are individual and remain in force for the entire match
- All sanctions are recorded on the scoresheet
- Expulsion and aggression sanctions do not require a previous sanction
- Sanctions occurring between sets will be applied to the following set

Misconduct Penalty Expulsion

- Show a yellow card
- Show a red card



Disqualification

- Show both cards together



Misconduct Sanction Scale

Rude Conduct	1 st	Any member	Penalty	Yellow
	2 nd	Same member	Expulsion	Red
	3 rd	Same member	Disqualification	Both
Offensive Conduct	1 st	Any member	Expulsion	Red
	2 nd	Same member	Disqualification	Both
Aggression	1 st	Any member	Disqualification	Both

Exceptional Game Interruptions

- Injury
 - If the ball is in play, the game must be stopped
 - Medical assistance is permitted to enter the court
 - Rally is replayed
- If an injured player cannot be substituted, legally or exceptionally, the player is given a 3 minute recovery time
- Recovery time can only be given to the same player once in the match

Blood Policy

- A bleeding athlete's participation must be interrupted
- The wound must be cleaned and covered
- A 1 minute technical time-out is applied
- If the situation cannot be rectified, a legal substitution, exceptional substitution or injury time-out would be applied

Blood Policy

- Legal Substitution
 - The injured player could return to the set (providing the return is legal)
 - Exceptional Substitution
 - Legal substitution is not possible
 - Injured player could not return for the remainder of the set
- Note: Different than in the case of an injury*

Blood Policy

- Injury Time-Out
 - A 3 minute recovery time is given in order to stop the bleeding, clean and cover the affected area
 - May occur once for the same player in the match
 - If the bleeding is not stopped, the team is incomplete
- Team Uniforms
 - All team uniforms soiled with blood must be cleaned or replaced

Exceptional Game Interruptions

	Injury	Bleeding
Play Stopped	Yes	Yes
Legal Substitution	If possible	If possible
Exceptional Substitution	Yes	Yes
Players right to return	Not for the match (if exceptional sub)	In the next set (if exceptional sub)
Injury time-out	3 minutes	3 minutes