

ABSTRACT

YOUTH SITTING VOLLEYBALL RULES

To be applied at
EUROPEAN PARA YOUTH GAMES 2017
Italy, October 2017



EUROPEAN PARA YOUTH GAMES 2017

FACILITIES AND EQUIPMENT

1. PLAYING AREA

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

1.1. DIMENSIONS

The playing court is a rectangle measuring 4 m x 8 m, surrounded by a free zone which shall measure a minimum of 3 m from the side lines and 4.5 m from the end lines. One playing side is 4 m x 4 m.

- 1.1.1. *Attack line* - in 3 v 3 Youth Volleyball the attack line is not applicable.

1.2. ZONES AND AREAS

1.2.1. *Service zone*

The service zone is a 4m wide area behind each end line.

It is laterally limited by two short lines, each 15 cm long, drawn 20 cm behind the end line as an extension of the side lines. Both short lines are included in the width of the service zone.

In depth, the service zone extends to the end of the free zone.

2. NET AND POSTS

2.1. HEIGHT OF THE NET

- 2.1.1. Placed vertically over the centre line there is a net whose top is set at the height of 1.15 m for male athletes and 1.05 m for female athletes.

3.1. UNIFORMITY OF BALLS

The official World ParaVolley ball for all competitions is the *Molten Flistatec V5M5000*

PARTICIPANTS

4. TEAMS

4.1. TEAM COMPOSITION

- 4.1.1. A team may consist of a maximum of 4 players (the minimum age is 12 years old, the maximum is 23. The age will be considered as on 31st of December in the year of competition), including a maximum of one player classified as “minimal disability”, one Coach, and one Team Assistant.
- 4.1.2. Players can have WPV classification or signed national classification.
- 4.1.3. One of the players is the team captain and shall be indicated on the score sheet.

PLAYING FORMAT

4.2. TO WIN A SET

A set is won by the team which first scores 25 points with a minimum lead of two points. In the case of a 24–24 tie, play is continued until a two-point lead is achieved (26–24; 27–25; ...).

4.3. TO WIN THE MATCH

- 4.3.1. The match is won by the team that wins two sets.
- 4.3.2. **For all matches, three sets will be played. The third set will also be played to 25 points**, with a minimum lead of two points. In the case of a 24–24 tie, play is continued until a two-point lead is achieved (26–24; 27–25; ...).

5. STRUCTURE OF PLAY

5.1. OFFICIAL WARM-UP SESSION

- 5.1.1. Prior to the match, even if the teams have previously had a playing court at their disposal, they are entitled to a 10-minute warm-up period together at the net.
- 5.1.2. If either captain requests separate (consecutive) warm-ups at the net, the teams may do so for 5 minutes each.

- 5.1.3. In the case of consecutive warm-ups, the team that has the first service takes the first turn at the net.

5.2. TEAM STARTING LINE-UP

- 5.2.1. There must always be three players per team in play. One of the four players could be classified as 'Minimal Disability.'

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

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

5.3. POSITIONS

- 5.3.1. At the moment the ball is hit by the server, each team must be positioned within its own court (except the server). There are no set positions.

- 5.3.2. After the service hit the players, including the server, may move around and occupy any position on their court, and the free zone.

5.4. POSITIONAL FAULT

- 5.4.1. The team commits a positional fault when a player is on the court through illegal replacement at the moment the ball is hit by the server.

5.5. ROTATION

- 5.5.1. The rotational order is determined by the team's starting line-up and controlled with the service order throughout the set.

5.6. ROTATIONAL FAULT

- 5.6.1. A rotational fault is committed when the SERVICE is not made according to the rotational order. It leads to the following consequences:

- 5.6.1.1. the team is sanctioned with a point and service to the opponent;
- 5.6.1.2. the players' rotational order is rectified.

PLAYING ACTIONS

6. STATES OF PLAY

6.1. CHARACTERISTICS OF THE HIT

- 6.1.1. The ball may touch any part of the body.
- 6.1.2. The ball must not be caught and/or thrown. It can rebound in any direction.
- 6.1.3. The ball may touch various parts of the body, provided that the contacts take place simultaneously.

Exceptions:

- 6.1.3.1. at blocking, consecutive contacts may be made by one or more players provided that the contacts occur during one action;
- 6.1.3.2. 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.

6.2. FAULTS IN PLAYING THE BALL

- 6.2.1. FOUR HITS: a team hits the ball four times before returning it.
- 6.2.2. ASSISTED HIT: a player takes support from a team-mate or any structure/object in order to hit the ball within the playing area.
- 6.2.3. CATCH: the ball is caught and/or thrown; it does not rebound from the hit
- 6.2.4. DOUBLE CONTACT: a player hits the ball twice in succession or the ball contacts various parts of his/her body in succession.
- 6.2.5. LIFTING: the part of the player's body between the buttocks and the shoulders loses contact with the court during a playing action.

6.3. CONTACT WITH THE COURT

- 6.3.1. At all times during playing actions, the players must contact the court with some part of the body between the buttocks and shoulders. However, a loss of contact with the court is permitted when playing the ball unless it is a service hit, a block, or an attack hit when the ball is completely higher than the top of the net.
- 6.3.2. To stand up, raise the body or take steps is forbidden.

6.4. REACHING BEYOND THE NET

- 6.4.1. In blocking, a player may touch the ball beyond the net, provided that he/she does not interfere with the opponent's play before or during the latter's attack hit.
- 6.4.2. After an attack hit, a player is permitted to pass his/her hand beyond the net, provided that the contact has been made within his/her own playing space.

6.5. SERVICE ORDER

- 6.5.1. The players must follow the service order recorded on the line-up sheet.

6.6. BLOCKING WITHIN THE OPPONENT'S SPACE

In blocking, the player may place his/her hands and arms beyond the net provided that this action does not interfere with the opponent's play. Thus, it is not permitted to touch the ball beyond the net until an opponent has executed an attack hit.

6.7. BLOCK AND TEAM HITS

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

6.8. BLOCKING THE SERVICE

To block an opponent's service is permitted.

INTERRUPTIONS, INTERVALS AND DELAYS

7. REGULAR GAME INTERRUPTIONS

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

The only *regular game* interruptions are TIME-OUTS

7.1. NUMBER OF REGULAR INTERRUPTIONS

Each team may request a maximum of two time-outs per set

- 7.1.1. During all time-outs, the players in play must go to the free zone near their bench.

7.2. REPLACEMENT OF PLAYERS

- 7.2.1. A replacement is an act by which a player enters the game to occupy the position of another player, who must leave the court at that moment.

7.3. LIMITATION OF REPLACEMENT

- 7.3.1. **In each set, the replacement player may enter the game in place of only one player of the starting line-up, and he/she can only be replaced by the same starting player. A total of six changes is permitted per set.**

8. INTERVALS AND CHANGE OF COURTS

8.1. INTERVALS

An interval is a 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.

8.2. CHANGE OF COURTS

- 8.2.1. After each set, the teams change courts, with the exception of the deciding set.

- 8.2.2. **In the deciding set, once a team reaches 12 points, the teams change courts without delay.**

If the change is not made once the leading team reaches 12 points, it will take place as soon as the error is noticed. The score at the time that the change is made remains the same.