



RULES OF THE GAME:  
Rebound Volleyball

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# 1. PREFACE

The below set of rules is an amalgamation of the FIVB Official Indoor Volleyball Rules 2015 - 2016, the FIVB Official Beach Volleyball Rules 2015 - 2016, the Rebound Volleyball Queensland Official Competition Rules 2016 and the original Quicksand Rebound Volleyball Rules of the Game.

The intent of this document is provide a complete and concise set of rules for Quicksand Rebound Volleyball which keeps in with the spirit of the sport of Volleyball as a whole and the generally accepted rules of Rebound Volleyball in Queensland. Please note that some rules and interpretations may differ from the above referenced documents and that you read the below document carefully.

## 2. PARTICIPANTS

### 2.1. UMPIRE

- 2.1.1. The game is controlled by an umpire who keeps score and who keeps track of the time.
- 2.1.2. As in any sport, there are close calls where players will disagree, but the umpire's decision is always final.
- 2.1.3. Any arguing with or abuse directed at the umpire will not be tolerated, and can result in a point reduction or a send off at the umpire's discretion.
- 2.1.4. The essence of a good umpire lies in the concept of fairness and consistency.
  - 2.1.4.1. to be fair of every participant,
  - 2.1.4.2. be accurate in his / her judgement
  - 2.1.4.3. be an educator

### 2.2. TEAM COMPOSITION

- 2.2.1. Refer to Quicksand's Conditions of Nomination for competitions and format requirements.

### 2.3. TEAM CAPTAINS

- 2.3.1. During the match, only the captain is authorised to speak to the umpire while the ball is out of play in the following three cases:
  - 2.3.1.1. to ask for an explanation on the application or interpretation of the rules.
  - 2.3.1.2. to ask service order.
- 2.3.2. At the end of the match the captain thanks the umpire and signs the score sheet to ratify the result.

## 3. STRUCTURE OF PLAY

### 3.1. POSITIONS

- 3.1.1. Players are free to position themselves. There are NO determined position on the court. There are NO positional order faults.

### 3.2. GAME COMMENCEMENT

- 3.2.1. The Game commences with a “rally to serve”. The rally to serve decides the team to serve the next point. The winner of the “rally to serve” will not be awarded a point regardless who commenced the rally.

### 3.3. SERVICE ORDER

- 3.3.1. Service order must be maintained throughout the set (as decided when each player makes their first serve of the set).
- 3.3.2. When the receiving team has gained the right to serve, its players “rotate” service order by one position.

### 3.4. SERVICE ORDER FAULT

- 3.4.1. A service order fault is committed when the service is not made according to the service order. The team is sanctioned with service to the opponent.

## 4. PLAYING FORMAT

### 4.1. TO SCORE A POINT

#### 4.1.1. Point.

A team scores a point:

- 4.1.1.1. by successfully grounding the ball on the opponent's court;
- 4.1.1.2. when the opponent team commits a fault;
- 4.1.1.3. when the opponent team receives a penalty.
- 4.1.1.4. a team scores a point by winning a rally where that team served the ball to start the rally.

#### 4.1.2. Fault

A team commits a fault by making a playing action contrary to the rules (or by violating them in some other way). The referees judge the faults and determine the consequences according to the rules:

- 4.1.2.1. if two or more faults are committed successively, only the first one is counted;
- 4.1.2.2. if two or more faults are committed by opponents simultaneously, a DOUBLE FAULT is called and the rally is replayed.

#### 4.1.3. Rally and completed rally

A rally is the sequence of playing actions from the moment of the service hit by the server until the ball is out of play. A completed rally is the sequence of playing actions which results in the award of a point. This includes the award of a penalty and loss of service for serving faults out-with the time limit.

- 4.1.3.1. If the serving team wins a rally, it scores a point and continues to serve.
- 4.1.3.2. If the receiving team wins a rally, it must serve next.

### 4.2. TO WIN A SET

- 4.2.1. A set is won by the team which has the highest number of points at the end of the allocated time period.
- 4.2.2. A set can be draw at the end of the allocated time. This is when both teams have the exact same number of points at the end of a set.

### 4.3. TO WIN A MATCH

- 4.3.1. The team that has won the most number of sets at the end of three sets has won the game.
- 4.3.2. If a draw has occurred and one set has been won by each side then the game will be decided by bonus points. (Refer conditions of nomination for the win and bonus points allocation system).

## 5. PLAYING ACTIONS

### 5.1. STATES OF PLAY

#### 5.1.1. BALL IN PLAY

- 5.1.1.1. The ball is in play from the moment of the hit of the service authorised by the umpire.

#### 5.1.2. BALL OUT OF PLAY

- 5.1.2.1. The ball is out of play at the moment of the fault which is whistled by the umpire, in the absents of a fault, at the moment of the whistle.

#### 5.1.3. BALL "IN"

- 5.1.3.1. Off a serve, the ball is "in" when it touches the surface of the playing court, including touching the centre net, and crossing the vertical plane of the net. This excludes perimeter and top nets.
- 5.1.3.2. During general play, the ball may rebound off all perimeter nets and top net, with the exception of contacting the top net and crossing the vertical plane of the centre net.
- 5.1.3.3. if in the course of play, the ball is hit over the middle net and rebound off a perimeter net and returns to the attacking team's side without contact from the defending team, it will be deemed play on. Note that the hit count does not restart.

#### 5.1.4. BALL "OUT"

- 5.1.4.1. Off a serve, the ball hits the any of the perimeter nets, and or top net.
- 5.1.4.2. During general play, crosses completely the lower space under the centre net.
- 5.1.4.3. During general play, contacts the top net and crosses the vertical plane of the centre net in the one action.

### 5.2. PLAYING THE BALL

- 5.2.1. Each team must play within its own playing area / side of the court.

### 5.3. TEAM HITS

- 5.3.1. A hit is any contact with the ball by a player in play.
- 5.3.2. Each team is entitled to a maximum of three hits for returning the ball over the net. If more are used the team commits the fault of "FOUR HITS".
- 5.3.3. These hits include both intentional and unintentional contacts with the ball.

### 5.4. CONSECUTIVE CONTACTS:

- 5.4.1. A player may not hit the ball two times consecutively (except during blocking on when receiving a hard driven ball)

### 5.5. SIMULTANEOUS CONTACTS:

- 5.5.1. Two players may touch the ball at the same moment. In the event of simultaneous contacts, it is counted as two hits (with the exception of blocking).
- 5.5.2. When two opponents touch the ball simultaneously over the net and the ball remains in play, the team receiving the ball is entitled to another three hits.
- 5.5.3. If simultaneous hits by two opponents over the net lead to an extended contact with the ball, play continues.



## 5.6. ASSISTED HIT

- 5.6.1. Within the playing area, a player is not permitted to take support from a teammate or any structure/object in order to hit the ball.
- 5.6.2. However, a player who is about to commit a fault (touch the net or interfere with an opponent, etc.) may be stopped or held back by a team-mate.
- 5.6.3. Any contact with the perimeter nets to change the natural flight of the ball during an attacking shot will be deemed an assisted hit.

## 5.7. CHARACTERISTICS OF THE HIT

- 5.7.1. The ball may hit any part of the body above the waist excluding the head. Unintentional contact with the head is permitted. Any intentional contact with the player below the waist or head will result in a foul.
- 5.7.2. The ball must not be caught or thrown.

Exceptions:

- 5.7.2.1. in defensive action of a hard driven ball. In this case, the ball contact can be extended momentarily overhand with the fingers.
  - 5.7.2.2. If the ball has contacted the perimeter nets immediately prior to the player contacting the ball, it is no longer classed as a hard driven ball.
  - 5.7.2.3. if simultaneous contact with the ball over the net by the two opponents leads to an extended contact.
- 5.7.3. The ball may touch various parts of the body, provided that the contacts take place simultaneously.

Exceptions:

- 5.7.3.1. at blocking, consecutive contacts may be made by one or more players, provided that they occur during one action

## 5.8. FAULTS IN PLAYING THE BALL

- 5.8.1. FOUR HITS: a team hits the ball four times before returning it.
- 5.8.2. ASSISTED HIT: a player takes support from the teammate or any structure/object in order to hit the ball within the playing area.
- 5.8.3. CATCH/CARRY: the ball is caught and/or thrown; it does not rebound from the hit.

*NOTE:*

*When tipping a CATCH/CARRY has only been committed if the point of contact with the ball is different from the point of release of the ball. Tipping is permitted only if the ball is cleanly hit, and not caught or thrown.*

- 5.8.4. DOUBLE CONTACT: a player hits the ball twice in succession or the ball contacts various parts of his/her body in succession.

*NOTE:*

*When setting a DOUBLE CONTACT has only been committed if the setter's hands do not touch the ball simultaneously.*

*In other words it doesn't matter..*

1. *What direction the ball leaves the setter's hands.,*
2. *How much spin is on the ball after leaving the hands,*

3. *How bad the sound is... as long as the hands touch the ball simultaneously, there is no double contact.*

## **5.9. BALL AT THE CENTRE NET**

- 5.9.1. While crossing the net, the ball may touch it.
- 5.9.2. A ball driven into the net may be recovered within the limits of the three team hits.

## **5.10. PLAYER AT THE CENTRE NET**

### **5.11. REACHING BEYOND THE NET**

- 5.11.1. 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.
- 5.11.2. 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.

### **5.12. PENETRATION INTO THE OPPONENTS SPACE**

- 5.12.1. It is permitted to penetrate into the opponent's space under the net, provided that this does not interfere with the opponent's play.

### **5.13. CONTACT WITH THE NET**

- 5.13.1. Contact with the centre net by a player during a rally, is a fault (excludes hair contact)
- 5.13.2. When the ball is driven into the net, causing it to touch an opponent, no fault is committed.

### **5.14. FAULTS AT THE NET**

- 5.14.1. A player touches the ball or an opponent in the opponent's space before or during the opponent's attack hit.
- 5.14.2. A player interferes with the opponent's play while penetrating into the opponent's space under the net.
- 5.14.3. A player touches the centre net during a rally.
- 5.14.4. A player interferes with play by making actions which hinder an opponent's legitimate attempt to play the ball.

## 6. SERVICE

- 6.1. The service is the act of putting the ball into play by the correct serving player placed in the service zone.

### 6.2. AUTHORISATION OF THE SERVICE

- 6.2.1. The umpire authorises the services, after having checked that the teams are ready to play and that the server is in possession of the ball.
- 6.2.2. The serve can only be authorised while time remains in the set. If the serve has been authorised and time for the set has been extinguished before the server has executed the serve, the point continues.

### 6.3. SERVICE ZONE

- 6.3.1. The ball must be served within a one metre square of the right corner of the rear net.

### 6.4. EXECUTION OF THE SERVICE

- 6.4.1. The ball shall be hit with one hand or any part of the arm after being tossed or released from the hand(s).
- 6.4.2. The server may move freely within the service zone. At the moment of the service hit or take-off for a jump service, the server must not touch the court or the ground outside the service zone. After the hit, he/she may step or land outside the service zone.
- 6.4.3. The server must hit the ball within 8 seconds after the umpires whistle for service.
- 6.4.4. A service executed before the referee's whistle is cancelled and repeated.
- 6.4.5. The ball must not have contact with any perimeter or top net whilst being served.
- 6.4.6. Contact with the middle net is permitted.
- 6.4.7. All players must serve in accordance with the service order.

### 6.5. SCREENING

- 6.5.1. A player of the serving team must not prevent the opponent, through individual screening, from seeing the server AND the flight path of the ball.
- 6.5.2. A player of the serving team makes a screen by waving arms, jumping or moving sideways during the execution of the service to hide the server and the flight path of the ball.

### 6.6. FAULTS DURING SERVICE

- 6.6.1. Serving fault occurs when the server:
- 6.6.1.1. violates the service order;
  - 6.6.1.2. does not execute the service properly
- 6.6.2. Faults after the service hit occur when the ball:
- 6.6.2.1. touches a player of the serving team or fails to cross the vertical plane of the net completely through the crossing space;
  - 6.6.2.2. passes over a screen
  - 6.6.2.3. contacts a perimeter net or top net

## 7. ATTACK HIT

### 7.1. CHARACTERISTICS OF THE ATTACK HIT

- 7.1.1. All actions which direct the ball towards the opponent, with the exception of service and block, are considered as attack hits.
- 7.1.2. An attack-hit is completed the moment the ball completely crosses the vertical plane of the net or is touched by an opponent.
- 7.1.3. Any player may carry out an attack-hit at any height, provided that his/ her contact with the ball has been made within the player's own playing space.

### 7.2. FAULTS OF THE ATTACK HIT

- 7.2.1. A player hits the ball within the playing space of the opposing team.
- 7.2.2. A player hits the ball "out".
- 7.2.3. A player completes an attack hit on the opponent's service, when the ball is entirely higher than the top of the net.
- 7.2.4. (ONLY FOR 2 ASIDE MATCHES) A player completes an attack-hit using an open-handed finger action or if using finger tips that are not rigid and together.
- 7.2.5. (ONLY FOR 2 ASIDE MATCHES) A player completes an attack-hit using an overhand pass which has a trajectory not perpendicular to the line of the shoulders. The exception is when the player is attempting to set to his or her teammate.
- 7.2.6. (ONLY FOR 2 ASIDE MATCHES) A player completes an attack hit that results in the ball contacting two perimeter nets before being played at by their opponent or coming in contact with the playing surface.

## 8. BLOCK

### 8.1. BLOCKING

- 8.1.1. Blocking is the action of players close to the net to intercept the ball coming from the opponent by reaching higher than the top of the net, regardless of the height of the ball contact. At the moment of the contact with the ball, a part of the body must be higher than the top of the net.

### 8.2. BLOCK CONTACT

- 8.2.1. Consecutive (quick and continuous) contacts may occur by one or more blockers provided that the contacts are made during one action. These are NOT counted as team hits. These contacts may occur with any part of the body.

### 8.3. BLOCKING WITHIN THE OPPONENTS SPACE

- 8.3.1. 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.

### 8.4. BLOCK AND TEAM HITS

- 8.4.1. A blocking contact is NOT counted as a team hit. The blocking team will have all three hits after a blocking contact.
- 8.4.2. The first hit after the block may be executed by any player, including the one who has touched the ball during the block.

### 8.5. BLOCKING THE SERVICE

- 8.5.1. To block an opponent's service is forbidden.

### 8.6. BLOCKING FAULTS

- 8.6.1. The blocker touches the ball in the OPPONENT'S space either before or simultaneously with the opponent's attack hit.
- 8.6.2. A player blocks the opponent's service.
- 8.6.3. The ball is sent "out" off the block.

## 9. INTERRUPTIONS

### 9.1. INJURY / ILLNESS

- 9.1.1. Should a serious accident occur while the ball is in play, the referee must stop the game immediately and permit medical assistance to enter the court.  
The rally is then replayed.

### 9.2. EXTERNAL INTERFERENCE

- 9.2.1. If there is any external interference during the game prior to the 'third hit' by either side at any time, the play has to be stopped and the rally is replayed.

- 9.2.2. Interference includes:

- 9.2.2.1. Ball getting caught in the perimeter net door OR rebounds in a direction out of character for the balls path of travel.
- 9.2.2.2. Ball is interfered with by a player or ball from an adjoining court.
- 9.2.2.3. Ball passes between the perimeter net and the centre net.

## 10. PARTICIPANTS CONDUCT

### 10.1. SPORTSMANLIKE CONDUCT

- 10.1.1. Participants must know the “QRV Rebound Volleyball Rules” and abide by them.
- 10.1.2. Participants must accept referees decisions with sportsmanlike conduct, without disrupting them.
- 10.1.3. Participants must refrain from actions or attitudes aimed at influencing the decisions of the referees or covering up faults committed by their team.

### 10.2. FAIR PLAY

- 10.2.1. Participants must behave respectfully and courteously in the spirit of FAIR PLAY, not only towards the referees, but also towards the opponent, teammates and spectators.

### 10.3. MISCONDUCT OF EQUIPMENT

- 10.3.1. Players abusing perimeter and centre nets or kicking of the ball will be an automatic point deduction at the umpire's discretion.

### 10.4. MINOR MISCONDUCT

- 10.4.1. Minor misconduct offences are not subject to sanctions. It is the umpires duty to prevent the teams from approaching the sanctioning level. This is done in two stages:
  - 10.4.1.1. Stage 1: by issuing a verbal warning through the captain;
  - 10.4.1.2. Stage 2: by use of a DIRECT WARNING to a team member. This warning is not in itself a sanction but a symbol that the team member (and by extension the team) has reached the sanctioning level for the match.

### 10.5. MISCONDUCT LEADING TO SANCTIONS

- 10.5.1. Incorrect conduct by a team member towards officials, opponents, teammates or spectators is classified in three categories according to the seriousness of the offence.
  - 10.5.1.1. Rude conduct: acting contrary to good manners or moral principles,
  - 10.5.1.2. Offensive conduct: defamatory or insulting words or gestures including any action expressing contempt.
  - 10.5.1.3. Aggression: actual physical attack or aggressive or threatening behaviour.

### 10.6. SANCTIONS

- 10.6.1. According to the judgment of the umpire and depending on the seriousness of the offence, the sanctions to be applied and recorded on the score sheet are: Warning, Penalty and Expulsion

### 10.7. DISPUTES

- 10.7.1. Any disputes will be directed to management whose decision will be final.

# 11. UMPIRES

## 11.1. GENERAL

### 11.1.1. Safety is paramount.

The safety of players, officials and spectators is most important. If a player is seriously injured, there is damage to the playing area that may cause harm or you see a spectator near the nets stop the game and address the situation before replaying the point if required. If you're unsure please speak to a management. If there is an incident requiring evacuation stop the game and follow instructions.

### 11.1.2. Call what is seen.

Umpires will not get every decision right and there will be some close calls that are 50/50 and not everyone will be happy with your decision. Umpires should only call faults that they see and not suspected.

### 11.1.3. Consistency.

Umpires are to be consistent with calls throughout the match. Caught balls and Double Contacts are particularly important. Don't set an unrealistically high standard for these judgement calls that you are unable to sustain throughout the match or would be a unreasonable disruption to the match.

## 11.2. PROCEDURES

### 11.2.1. Only the head and net umpires may blow a whistle during the match:

11.2.1.1. the head umpire gives the signal for the service that begins the rally;

11.2.1.2. the head or net umpire signals the end of the rally, provided that they are sure that a fault has been committed and they have identified its nature.

11.2.1.3. Two blows of the whistle will indicate a fault.

11.2.1.4. They may blow the whistle when the ball is out of play.

11.2.1.5. Immediately after the referee's whistle to signal the completion of the rally, they have to indicate with the official hand signals:

11.2.1.6. If the fault is whistled by the 1st referee, he/she will indicate in order:  
a) the team to serve,  
b) the nature of the fault,  
c) the player(s) at fault (if necessary).

11.2.1.7. If the fault is whistled by the 2nd referee, he/she will indicate:  
a) the nature of the fault,  
b) the player at fault (if necessary).

## 11.3. AUTHORITY

### 11.3.1. The umpire directs the match from the start until the end. He/she has authority over all members of the refereeing corps and the members of the teams.

During the match his/her decisions are final. He/she is authorised to overrule the decisions of other members of the refereeing corps, if it is noticed that they are mistaken.

### 11.3.2. He/she shall not permit any discussion about his/her decisions.

However, at the request of the captain, the umpire will give an explanation on the application or interpretation of the rules upon which he/she has based his/her decision.

If the captain disagrees with the explanation and formally protests, they can then approach management for further clarification.



## **11.4. HEAD UMPIRE RESPONSIBILITIES**

- 11.4.1. Prior to the match, the Umpire:
  - 11.4.1.1. inspects the conditions of the playing area, the balls and other equipment;
  - 11.4.1.2. performs the toss with the team captains (if required);
  - 11.4.1.3. controls the teams' warming-up.
- 11.4.2. During the match, he/she is authorised:
  - 11.4.2.1. maintain score;
  - 11.4.2.2. to issue warnings to the teams;
  - 11.4.2.3. to sanction misconduct and delays;
  - 11.4.2.4. to decide upon:
    - a) the faults of the server and the screen of the serving team;
    - b) the faults in playing the ball;
    - c) the faults above the net, and the faulty contact of the player with the net, primarily on the attacker's side;
    - d) the ball crossing completely the lower space under the net;
- 11.4.3. At the end of the match, he/she checks the score sheet and obtains captions signatures.

## **11.5. NET UMPIRE RESPONSIBILITIES**

- 11.5.1. During the match, the net umpire decides, whistles and signals:
  - 11.5.1.1. interference due to penetration into the opponent's court and space under the net;
  - 11.5.1.2. the faulty contact of the player with the net primarily on the blocker's side on his/her side of the court;
  - 11.5.1.3. the contact of the ball with an outside object;
  - 11.5.1.4. the ball that contacts a perimeter net during service;
  - 11.5.1.5. the contact of the ball with the sand when the head umpire is not in position to see the contact.

## 12. APPENDIX

### **12.1. UMPIRE HAND SIGNALS**

- 12.1.1. The following pages are extracted from the FIVB Volleyball Rules 2015 - 2016.
- 12.1.2. Relevant rules referenced in the diagrams are reference to the Official FIVB rules and not the Rebound Rules.
- 12.1.3. Not all hand signals apply to rebound volleyball and have been noted accordingly.

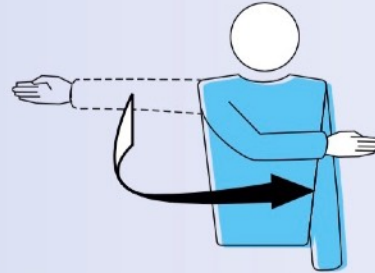
**DIAGRAM 11: REFEREE(S)' OFFICIAL HAND SIGNALS**

Legend: **F** **S** Referee(s) who must show the signal according to their regular responsibilities  
**F** **S** Referee(s) who show the signal in special situations

**1 AUTHORISATION TO SERVE**

Relevant Rules: 12.3, 22.2.1.1

Move the hand to indicate direction of service

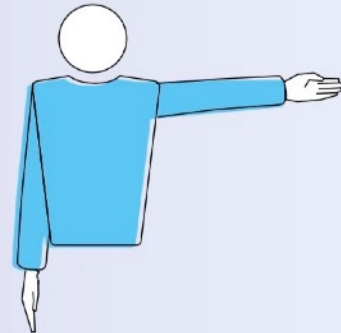


**F**

**2 TEAM TO SERVE**

Relevant Rules: 22.2.3.1, 22.2.3.2, 22.2.3.4

Extend the arm to the side of team that will serve

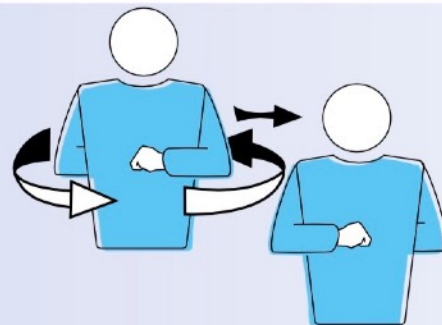


**F** **S**

**3 CHANGE OF COURTS**

Relevant Rule: 18.2

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

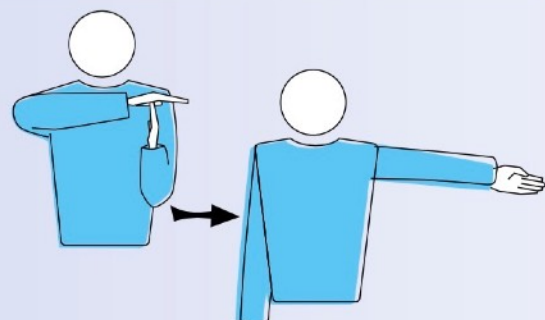


**F**

**4 TIME-OUT**

Relevant Rule: 15.4.1

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

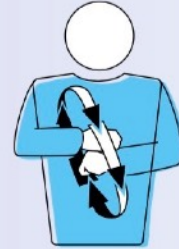


**F** **S**

## 5 SUBSTITUTION

Relevant Rules: 15.5.1, 15.5.2, 15.8

Circular motion of the forearms around each other



F S

## 6a MISCONDUCT WARNING

Relevant Rule: 21.1, 21.6

Show a yellow card for warning



F

## 6b MISCONDUCT PENALTY

Relevant Rules: 21.3.1, 21.6, 23.3.2.2

Show a red card for penalty



F

## 7 EXPULSION

Relevant Rules: 21.3.2, 21.6, 23.3.2.2

Show both cards jointly for expulsion

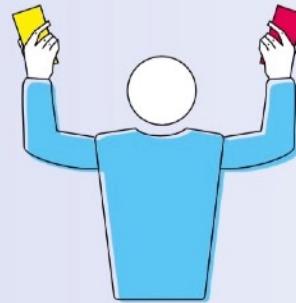


F

## 8 DISQUALIFICATION

Relevant Rules: 21.3.3, 21.6, 23.3.2.2

Show red and yellow cards separately for disqualification



F

## 9 END OF SET (OR MATCH)

Relevant Rules: 6.2, 6.3

Cross the forearms in front of the chest, hands open

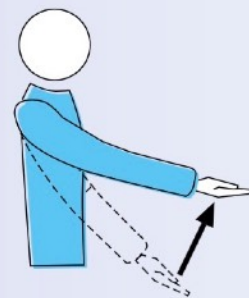


F S

## 10 BALL NOT TOSSED OR RELEASED AT THE SERVICE HIT

Relevant Rule: 12.4.1

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



F

## 11 DELAY IN SERVICE

Relevant Rule: 12.4.4

Raise eight fingers, spread open



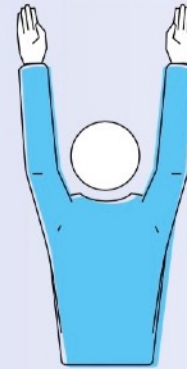
F

## 12 BLOCKING FAULT OR SCREENING

Relevant Rules: 12.5, 12.6.2.3, 14.6.3, 19.3.1.3, 23.3.2.3a, g, 24.3.2.4

Raise both arms vertically, palms forward

F S

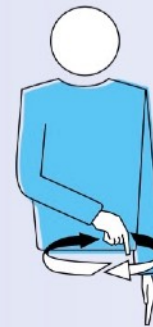


## 13 POSITIONAL OR ROTATIONAL FAULT

Relevant Rules: 7.5, 7.7, 23.3.2.3a, 24.3.2.2

Make a circular motion with the forefinger

F S



## 14 BALL "IN"

Relevant Rule: 8.3

Point the arm and fingers toward the floor

F S



## 15 BALL "OUT"

Relevant Rules: 8.4.1, 8.4.2, 8.4.3, 8.4.4, 24.3.2.5, 24.3.2.7

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

F S



## 16 CATCH

Relevant Rules: 9.2.2, 9.3.3, 23.3.2.3b

Slowly lift the forearm, palm of the hand facing upwards



F

## 17 DOUBLE CONTACT

Relevant Rules: 9.3.4, 23.3.2.3b

Raise two fingers, spread open



F

## 18 FOUR HITS

Relevant Rules: 9.3.1, 23.3.2.3b

Raise four fingers, spread open

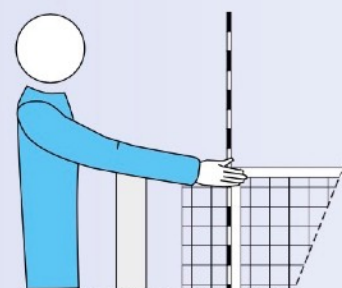


F

## 19 NET TOUCHED BY PLAYER - SERVED BALL FAILS TO PASS TO THE OPPONENT THROUGH CROSSING SPACE

Relevant Rules: 11.4.4, 12.6.2.1

Indicate the relevant side of the net with the corresponding hand

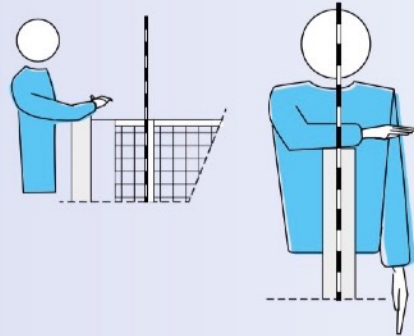


F S

## 20 REACHING BEYOND THE NET

Relevant Rules: 11.4.1, 13.3.1, 14.3, 14.6.1, 23.3.2.3c

Place a hand above the net, palm facing downwards



F

## 21 ATTACK HIT FAULT

Relevant Rules:

- by a back-row player, by a libero or on the opponent's service:  
13.3.3, 13.3.4, 13.3.5, 23.3.2.3d, e, 24.3.2.4
- on an overhand finger pass by the libero in his/her front zone or its extension:  
13.3.6

Make a downward motion with the forearm, hand open



F S

## 22 PENETRATION INTO THE OPPONENT COURT

BALL CROSSING THE LOWER SPACE OR

THE SERVER TOUCHES THE COURT (END LINE) OR

THE PLAYER STEPS OUTSIDE HIS/HER COURT AT THE MOMENT OF THE SERVICE HIT

Relevant Rules: 8.4.5, 11.2.2, 12.4.3, 23.3.2.3a, f, 24.3.2.1

Point to the center line or to the relevant line



F S

## 23 DOUBLE FAULT AND REPLAY

Relevant Rules: 6.1.2.2, 17.2, 22.2.3.4

Raise both thumbs vertically



F