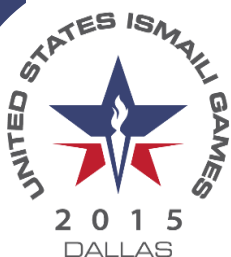


INTERNATIONAL VOLLEYBALL RULES



HIGHLIGHTS

- Forfeit time is five (5) minutes after the scheduled game start time. If the player or team is not “Ready to Play” within five (5) minutes after the scheduled game start time, then that player or team will forfeit and the opposing player or team will be declared the winner (assuming the opposing player or team is ready to play).
- Best of three (3) sets wins a match. First team to score twenty-five (25) points with a minimum lead of two (2) points wins the set. The match is won by the team that wins two (2) sets. In case of a one-to-one tie (1-1) in sets, the deciding third (3rd) set will also be played to twenty-five (25) points with a minimum lead of two (2) points.
- A team must have a minimum of seven (7) players and maximum of twelve (12) on the roster.
- A match may not start if either team consists of fewer than six (6) players.
- Each team has the right to designate among the list of twelve (12) players one (1) specialized defensive player “Libero”.
- A match will consist of two (2) teams with six (6) players on the court.
- The ball will have a circumference of 65 cm – 67 cm and weigh between 260 g – 280 g. A net will be at a height of 2.43 m for men and 2.24 m for women.
- The rally system will be in effect. A team scores a point:
 - By grounding the ball on the opponent’s court;
 - When the opponent team commits a fault; and
 - When the opponent team receives a penalty



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TOURNAMENT RULES

READY TO PLAY

- Forfeit time is five (5) minutes after the scheduled game start time. If a team is not “Ready to Play” within five (5) minutes after the scheduled game start time, then that team will forfeit and the opposing team will be declared the winner (assuming the opposing team is ready to play).

JERSEYS AND APPARREL

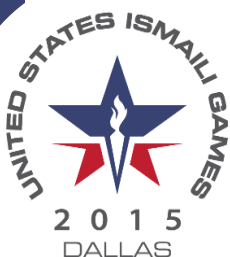
- All players participating must wear the uniforms provided by the USIG during check-in. If a player is not wearing the uniform provided, that player will not be allowed to take the court unless they have received a waiver from the USIG National Sports team.
 - Players are not allowed to alter the uniforms that are provided by the USIG.
- Proper shoes must be worn at all times.
- If a player is not wearing the proper attire, they will not be allowed to take the court.
- It will be at the referee’s discretion to determine whether a player can rejoin the court of play after the player has corrected their attire

REFEREE’S JUDGMENT

- A referee’s judgment should not be contested.
- Failure to adhere to a referee’s judgment may warrant ejection.
- The referee’s decisions are final and no appeals of the decision will be allowed.
- Only rule clarifications may be requested following the issue in question by Team Captain and it is up to the referee’s discretion to consult the rulebook

SCHEDULING AND DELAYS

- The USIG National team has the right to adjust the schedule, rules, length of the game or any other game conditions for scheduling purposes including but not limited to unscheduled delays or weather related delays.



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OFFICIAL RULES

TEAM ROSTER

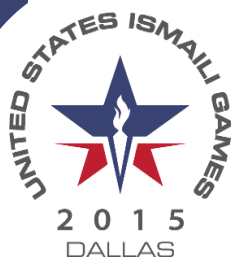
- A team must have a minimum of seven (7) players and maximum of twelve (12). A match may not start if either team consists of fewer than five (5) players.
- Each team has the right to designate among the list of twelve (12) players one (1) specialized defensive player “Libero”.

THE TOSS

- Before the match, the first referee carries out a toss in the presence of the two (2) team captains. The winner of the toss chooses either the right to serve or the side of the court to receive.
- If a deciding game is to be played, a new toss will be carried out.

WARM UP

- Prior to the match, if the teams have previously had a playing court at their disposal, they are entitled to a six (6) minute warm-up period together at the net; if not, they may have ten (10) minutes.
- Players not in play may warm-up as follows:
 - during play without balls in the warm-up areas;
 - during time-outs in the free zone behind their court;
 - during set or game breaks with balls behind the court.



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POSITIONS AND ROTATION

- The team's starting line-up indicates the rotational order of the players on the court. This order must be maintained throughout the game. When the receiving team has gained the right to serve, its players rotate one position clock-wise.
- At the moment the ball is hit by the server, each team must be positioned within its own court in the rotational order.
- After the service hit, the players may move around and occupy any position on their court, and the free zone.

SERVING

- The ball shall be hit with one hand or any part of the arm after being tossed or released from the hand(s).
- If the ball hits the net on the serve it is NOT considered a fault, and play shall continue as if it was a regular serve.
- A serve may happen anywhere behind the base line and within the free zone.

GAME PLAY

- The server must hit the ball within eight (8) seconds after the first referee whistles for service. A service executed before the referee's whistle is cancelled and repeated
- Each team must play within its own playing area and space. The ball may, however, be retrieved from beyond the free zone.
- The team is entitled to a maximum of three (3) hits, in addition to blocking
- A hand or hands passing over the net to affect a block is NOT a fault provided that you do not interfere with the opponents play
- Contacting the ball over the net above the opponent's playing area before the opponents' action to send the ball to the opposite side is made shall constitute a fault
- Contact with the net when the ball is in play shall not be a fault except if the player does so during the action of playing a ball or interferes with play. The main point to note is that contact with the top band of the net and the top 80cm of the antenna during the action of playing the ball will be considered to be interference.
- Players may not interfere with opponents while the ball is in play, which includes yelling at opponents
- Players are allowed to receive a serve and any first ball over with either an overhand finger pass or with hands apart. There is no such thing as a double contact on the first ball, such consecutive contact results from on action of playing the ball.
- The boundary lines are considered part of the courts

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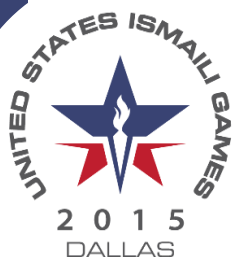
- Players may now touch the opponent's court with any part of their body above the feet provided they do not interfere with play (i.e. the foot/feet must still be in contact with or directly above the centre line)
- Player contact with the net outside of the antenna is now the same as touching the ropes, post or other objects (i.e. it is permitted as long as it does not interfere with play)

SIMULTANEOUS CONTACT

- Two (2) or three (3) players may touch the ball at the same moment
- When teammates touch the ball simultaneously, it is counted as multiple hits (with the exception of blocking). If they reach for the ball, but only one of them touches it, one hit is counted. A collision of players does not constitute a fault.
- When two (2) opponents touch the ball simultaneously over the net and the ball remains in play, the team receiving the ball is entitled to another three (3) hits. If such a ball goes out, it is the fault of the team on the opposite side.
- The ball may touch any part of the body
- While crossing the net, the ball may touch it
- A back-row player may complete an attack hit at any height from behind the front zone. A back-row player may also complete an attack hit from the front zone, if at the moment of the contact the ball is not entirely higher than the top of the net.
- It is forbidden to block an opponent's service

TIMEOUTS AND SUBSTITUTIONS

- All time-outs that are requested last for thirty (30) seconds. Each team may request two (2) time outs per set.
- Six (6) substitutions is the maximum permitted per team per set. One (1) or more players may be substituted at the same time. A player of the starting line-up may leave the game, but only once in a game, and re-enter, but only once in a game, and only to his/her previous position in the line-up. A substitute player may enter the game in place of a player of the starting line-up, but only once per game, and he/she can only be substituted by the same starting player.
- After each set the teams will change courts, with the exception of the deciding set. All intervals between set shall last three (3) minutes.
- In the deciding set, once the leading team reaches eight (8) points, the teams will change courts immediately and the player positions remain the same. If the change is



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not made once the leading team reaches eight (8) 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.

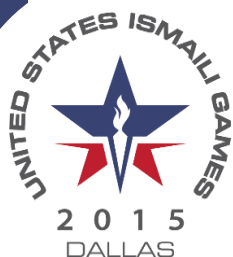
- The actual player request for substitution is the entrance of the player in the sub zone. The scorer acknowledges the sub by pressing the buzzer and the second (2nd) referee authorizes the sub with the whistle. The second (2nd) referee stands between the post and the scorer (i.e. the second (2nd) referee no longer goes to the attack line to control the sub.

DESIGNATION OF THE LIBERO

- Each team has the right to designate among the list of twelve (12) players one (1) specialized defensive player “Libero”.
- The Libero must be recorded on the score sheet before the match in the special line reserved for this.
- The Libero can be neither team captain nor game captain.

ACTIONS INVOLVING THE LIBERO

- The Libero is allowed to replace any player in a back row position
- He /She is restricted to perform as a back row player and is not allowed to complete an attack hit from anywhere (including playing court and free zone) if at the moment of the contact, the ball is entirely higher than the top of the net
- He /She may not serve, block or attempt to block
- A player may not complete an attack hit from higher than the top of the net, if the ball is coming from an overhand finger pass by a Libero in his/her front zone or its extension. The ball may be freely attacked if the Libero makes the same action from outside his/her front zone or its extension. Replacements involving the Libero are not counted as regular substitutions.
- They are unlimited, but there must be a rally between two Libero replacements
- The Libero can only be replaced by the player whom he/she replaced. If the coach carries two (2) liberos on the team, the coach must designate one (1) as the “acting” libero and one (1) as the “reserve”. The coach can change the “active” libero with the “reserve” libero for any reason but only once in the match and only after the regular replacement player has returned to court.
- The original libero may not re-enter to play for the remainder of the match
- Replacements must only take place while the ball is out of play and before the whistle for service



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- At the start of each set, the Libero cannot enter the court until the second referee has checked the starting line-up
- A replacement made after the whistle for service but before the service hit should not be rejected but must be the object of a verbal caution after the end of the rally
- Subsequent late replacements must be subject to a delay sanction
- The Libero and the replacing player may only enter or leave the court by the sideline in front of their team bench between the attack line and the end line
- In case of illness or injury to the reserve libero, the coach may designate as libero for the remainder of the match any other player (except for the original libero) not on the court at the moment of the re-designation, and with the previous approval of the first referee
- The injured Libero may not re-enter to play for the remainder of the match
- The player thus re-designated as Libero must remain as Libero for the remainder of the match
- In the case of a re-designated Libero, this player's number must be recorded on the score sheet remarks box



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