

Hmong Volleyball Rules and Regulations

The Official Hmong Volleyball Rule Book

Presented by Hmong Volleyball Players Association
2010 - 2012



Volleyball is a sport played throughout the world by many nations. The rules herein are based on Hmong Rules developed by the players according to established guidelines. The Official Hmong Rules are intended to promote the fast pace, intense, and especially unique qualities Hmong Volleyball exhibits.

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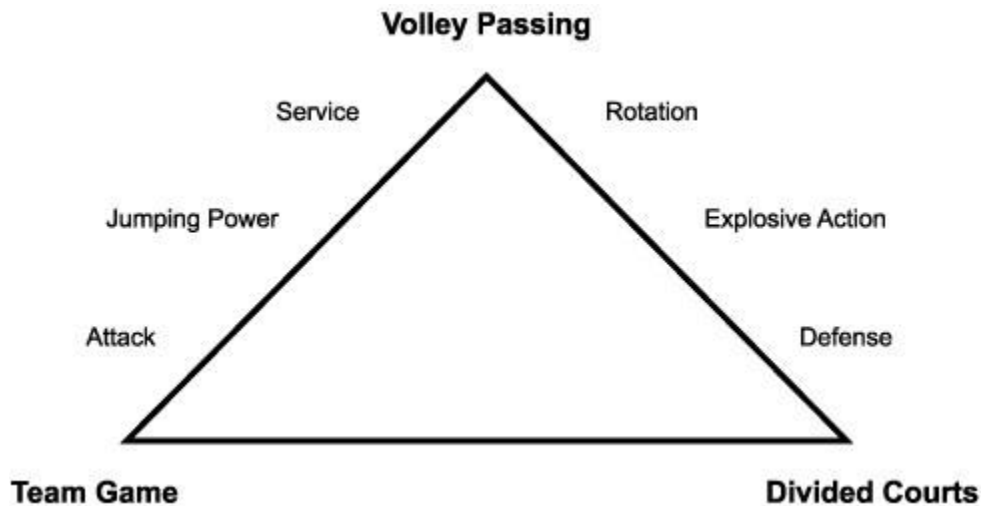
Game Characteristics

Volleyball is a sport played by two teams on a playing court divided by a net. There are different versions available for specific circumstances in order to offer the versatility of the game to everyone.

The object of the game is to send the ball over the net in order to ground it on the opponent's court, and to prevent the same effort by the opponent. The team has three hits for returning the ball (in addition to the block contact). The standard and basic concept of the game is serve, pass, set and spike.

The ball is put in play with a service: hit by the server over the net to the opponent's court. The rally continues until the ball is grounded on the playing court, goes "out" or a team fails to return it properly.

In Volleyball, the team winning a rally either gets a point or side-out. When the serving team wins the rally, it gets a point and its players do not have to rotate. When the receiving team wins a rally, it gets a side out and the right to serve, and its players rotate one position clockwise.



Philosophy of Rules

Introduction:

Hmong Volleyball is one of the most successful and popular competitive and recreational sports in the Hmong community and Hmong Festivals. It is fast, it is exciting and the action is explosive. Yet, Hmong Volleyball comprises several crucial elements whose complementary interactions render it unique among sets: Team Game, Divided Courts and Volley Passing.

This text is aimed at a broad volleyball public – players, coaches, referees, spectators or commentators – for the following reasons:

- Understanding the rules allows better play – coaches can create better team structure and tactics, allowing players full reign to display their skills;
- Understanding the relationship between rules allows officials to make better decisions.

Hmong Volleyball is a Competitive Sport

Competition taps hidden/dormant strengths. It exhibits the best of ability, spirit, creativity and aesthetics. The rules are structured to allow all of these qualities. With a few exceptions, volleyball allows all players to operate both at the net (in attack) and in the back of the court (to defend or serve).

Hmong Volleyball has retained certain distinctive and essential elements. Some of these it shares with other net/ball/racquet games:

- service
- rotation
- attack
- Defense.

Hmong Volleyball is, however, unique among net games in insisting that the ball is in constant flight – a “flying ball” – and by allowing each team a degree of internal passing before the ball must be returned to the opponents.

The rules on player positions must permit teams to have flexibility and to create interesting developments in tactics. Competitors use this framework to contest techniques, tactics and power. The framework also allows players a freedom of expression to enthuse spectators and viewers.

Modifications

Hmong Volleyball Players Association recognizes that there are circumstances where grassroots development, sport development, safety or insurance requirements would indicate a need for a temporary rule modification (e.g., the number of substitutions might be expanded to include more participants if an injury occurs.)

Acknowledging that some rules may need to be modified during a course of the tournament, the rules can only be modified by the tournament organizer or host(s) (e.g., change scoring from Point/Side Out to Rally to finish the tournament).

The Referee within this Framework

The essence of a good referee(s) lies in the concept of fairness and consistency:

- To be fair to every participant.
- To be viewed as fair by the spectators.

This demands a huge element of trust – the referee(s) must be trusted to allow the players to entertain:

- by being accurate in his/her judgment;
- by understanding why the rule is written;
- by being an efficient organizer;
- by allowing the competition to flow and by directing it to a conclusion;
- by being an educator – using the rules to penalize the unfair or admonish the impolite;
- by promoting the game – that is, by allowing the spectacular elements in the game to shine and the best players to do what they do best: entertain the public.

Finally, we can say that good referees will use the rules to make the competition a fulfilling experience for all concerned. To those who have read so far, view the Rules that follow as the current state of development of a great game, but keep in mind why these preceding few paragraphs may be of equal importance to you in your own position within the sport of Hmong Volleyball.

Chapter One: Participants

1. Teams:

1.1 Team Composition:

- 1.1.1: A Team may consist of up to 12 players.
 - 1.1.1.1: Players are the team members on the team court. Substitutes are team members not on the court.
- 1.1.2: One of the players is the team captain who shall be indicated to the referee(s).
- 1.1.3: Only players recorded on the team roster may enter the court and play in the match. Once the team captain has signed the roster, the recorded roster cannot be changed.

1.2 Equipments

A player's equipment consists of a jersey, shorts, and or socks, and shoes (uniform).

- 1.2.1: The color and the design for the jerseys must be uniform for the team.
- 1.2.2: Player's jerseys must be numbered.
 - 1.2.2.1: Duplicate numbers are not allowed

1.3 Change of Equipments

- 1.3.1: A player may play barefoot at his/her disposal
- 1.3.2: Players can change wet/damaged or dirty uniforms between sets/timeout/ or after a substitution provided the uniform is the same color and or design.
- 1.3.3: Players can play in different equipments only when weather is a factor (e.g., playing in weather that permits wearing of sweat pants, jackets, hats, gloves, etc...)

2. Team Leaders

The Coach, Manager, and/or Team Captain(s) is responsible for the conduct and discipline of their team members.

2.1 Captain

- 2.1.1: Prior to the match, the team captain must be available to represent his/her team during the choosing of Serve or Side between both competing teams.
- 2.1.2: During the match and while on the court, the team captain is the game captain. When the team captain is not on the court, the team captain must assign another player on the court, to assume the role of game captain. This game captain maintains his/her responsibilities until he/she is substituted, or the team captain returns to play, or the set ends. When the ball is out of play, only the game captain is authorized to speak to the referees:
 - 2.1.2.1: to ask for an explanation on the application or interpretation of the Rules, and also to submit the requests or questions of his/her teammates. If the game captain does not agree with the explanation of the first referee, he/she may choose to protest against such decision and immediately indicates to the first referee that he/she reserves the right to protest to the second referee.
- 2.1.3 Should the captain have to leave his/her team for any reason including sanction, the game captain assumes the captain's functions for the duration of the absence.

Chapter Two: Playing Format

3. To Score a Point, Get a Side Out, To win a Set and Match:

3.1 To Score a Point Get a Side Out

3.1.1: Point – A Team Scores a Point

3.1.1.1: When serving;

3.1.1.1.2: by successfully grounding the ball on the opponent's court

3.1.1.1.3: when the opponent's team commits a fault

3.1.1.1.4: when the opponent's team receives a penalty

3.1.2: Side Out

3.1.2.1: When receiving a serve;

3.1.2.1.2: by successfully grounding the ball on the opponent's court

3.1.2.1.3: when the opponent's team commits a fault

3.1.2.1.4: when the opponent's team receives a penalty

3.1.3: Fault

3.1.3.1: 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:

3.1.3.1.2: If two or more faults are committed successively, only the first one is counted.

3.1.3.1.3: If two or more faults are committed by opponents simultaneously, a DOUBLE FAULT is called and the rally is replayed.

3.1.4: 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.

3.1.4.1: if the serving team wins a rally, it scores a point and continues to serve;

3.1.4.2: if the receiving team wins a rally, it gets a Side Out and gets a turn at service.

3.2 TO WIN A SET

A set is won by the team first scoring 15 points with a minimum lead of two points. In the case of a 14-14 tie, play is continued until a two-point lead is achieved (16-14; 17-15; ...). However, if the points are even at 20-20, the cap is at 21.

3.3 TO WIN THE MATCH

3.3.1: The match is won by the team that wins two sets.

3.4 DEFAULT AND INCOMPLETE TEAM

3.4.1: If a team refuses to play after being summoned to do so, it is declared in default and forfeits the match with the result 0-2 for the match and 0-15 for each set.

3.4.2: A team that, without justifiable reason, does not appear on the playing court on time is declared in default with the same result as in Rule 3.4.1.

3.4.3: A team that is declared INCOMPLETE for the set or for the match loses the set or the match. The opposing team is given the points, or the points and the sets, needed to win the set or the match.

4. Structure of Play

4.1: The Toss

Before the match, the first referee carries out a toss to decide upon the first service and the sides of the court in the first set.

4.1.1: The toss is taken in the presence of the two team captains.

4.1.2: The winner of the toss chooses: EITHER

4.1.2.1: the right to serve,

4.1.2.2: OR the side of the court.

The loser takes the remaining choice.

4.1.3: If a deciding set is to be played, the third set, the team with the first service shall serve. The teams shall switch courts at 8 pts.

4.2 Warm-up Session

4.2.1: Prior to the match, both teams are entitled to a 10-minute warm-up period together at the net.

4.2.2: If either captain requests separate (consecutive) warm-ups at the net, the teams may do so for 5 minutes each.

4.3 TEAM STARTING LINE-UP

4.3.1: There must always be six players per team in play (to start the tournament). The team's starting line-up indicates the rotational order of the players on the court. This order must be maintained throughout the set.

4.3.1.1: Teams can play with five players, only if;

4.3.1.1.2: the sixth player is injured and there are no more available players

4.3.1.2: If a team plays with five players;

4.3.1.2.1: the team can have three front row players and two back row players but must maintain rotationally their respective order.

4.3.2: Discrepancies between player's positions on court are dealt with as follows:

4.3.2.1: When such a discrepancy is discovered before the start of the set, player's positions must be rectified according to the team's starting lineup; there will be no sanction.

4.4 POSITIONS

At the moment the ball is hit by the server, each team must be positioned within its own court in the rotational order.

4.4.1: The positions of the players are as follows:

4.4.1.1: The three players along the net are front-row players, and occupy positions 4 (front-left), 3 (front-center) and 2 (front-right). 4.4.1.2: The other three are back-row players. The other three are back-row players occupying positions 5 (back-left), 6 (back-center) and 1 (back-right).

4.4.2: Relative positions between players:

4.4.2.1: Each back-row player must be positioned further back from the net than the corresponding front-row player.

Example: A back-row setter cannot be in a starting position in front of a front-row player until the ball is contacted into play.

4.4.3: The positions of players are determined and controlled according to the player's respective starting line-up.

4.4.4: After the ball is contacted into play, the players may move around and occupy any position on their respective court.

4.5 POSITIONAL FAULT

4.5.1: The team commits a positional fault, if any player is not in his/her correct position at the moment the ball is contacted by the server.

4.5.2: If the server commits a serving fault at the moment of the service hit, the server's fault is counted before a positional fault.

4.5.3: If the service becomes faulty after the service hit, it is the positional fault that will be counted.

4.5.4: A positional fault leads to the following consequences:

4.5.4.1: the service team is sanctioned with a side-out.

4.5.4.2: the receiving team is sanctioned with a point to the serving team.

4.5.4.3: the positional fault is corrected before the start of the next service.

4.6 ROTATION

4.6.1: Rotational order is determined by the team's starting line-up, and controlled with the service order, and player's positions throughout the set.

4.6.2: When the receiving team has gained the right to serve, its players rotate one position clockwise: the player in position 2 rotates to position 1 to serve. The player in position 1 rotates to position 6, etc.

4.7 ROTATIONAL FAULT

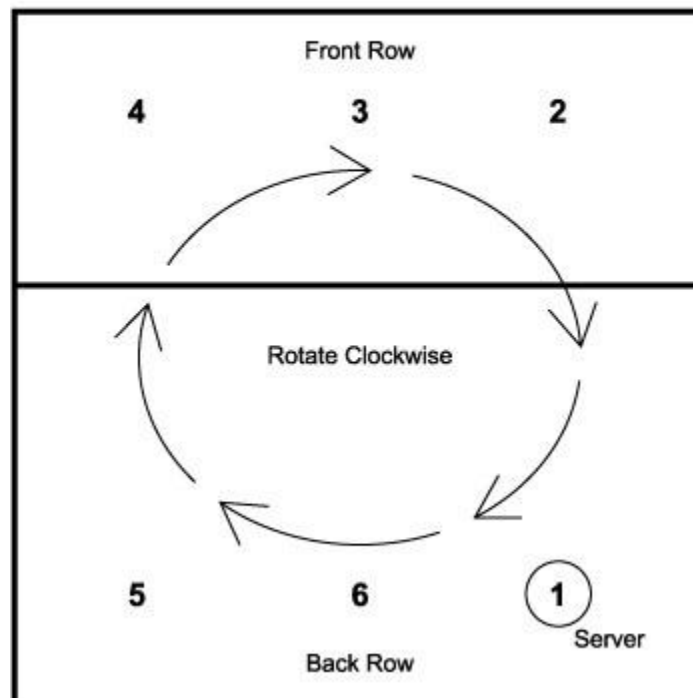
4.7.1: A rotational fault is committed when the SERVICE is not made according to the rotational order. It leads to the following consequences:

4.7.1.1: the service team is sanctioned with a side-out.

4.7.1.2: the receiving team is sanctioned with a point to the serving team.

4.7.1.3: the rotation fault is corrected before the start of the next service.

Rotational Order



Chapter Three: Playing Actions

5. STATES OF PLAY

5.1 BALL IN PLAY

The ball is in play from the moment of the hit of the service authorized by the first referee.

5.2 BALL OUT OF PLAY

The ball is out of play at the moment of the fault which is whistled by one of the referees; in the absence of a fault, at the moment of the whistle.

5.3 BALL “IN”

The ball is “in” when it touches the floor/grass of the playing court, including the boundary lines.

5.4 BALL “OUT”

The ball is “out” when:

- 5.4.1: the part of the ball which contacts the floor/grass is completely outside the boundary lines;
- 5.4.2: it touches an object outside the court, the ceiling (when inside) or a person out of play;
- 5.4.3: it touches the antennae, ropes, posts or the net itself outside the side bands; it crosses the vertical plane of the net either partially or totally outside the net.
- 5.4.4: it crosses completely the lower space under the net.

6. PLAYING THE BALL

Each team must play within its own playing area and space. The ball may, however, be retrieved from beyond the playing area, only if the player retrieving the ball does not cross the center line.

6.1 TEAM HITS

A hit is any contact with the ball by a player in play. The team is entitled to a maximum of three hits (in addition to blocking, Rule 11.4.1), for returning the ball. If more are used, the team commits the fault of: “FOUR HITS.”

6.1.1: CONSECUTIVE CONTACTS

A player may not hit the ball two times consecutively (except Rules 6.2.3.1, 11.2 & 11.4.2).

6.1.2: SIMULTANEOUS CONTACTS

Two or three players may touch the ball at the same moment.

6.1.2.1: When two (three) teammates touch the ball simultaneously, it is counted as two (three) 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.

6.1.2.2: 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. If such a ball goes “out,” it is the fault of the team on the opposite side.

6.1.2.3: If simultaneous hits by two opponents above the net lead to extended contact with the ball, play continues.

6.1.3: ASSISTED HIT

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. However, a player who is about to commit a fault (touch the net or cross the center line, etc.) may be stopped or held back by a teammate.

6.2 CHARACTERISTICS OF THE HIT

6.2.1: The ball may touch only the arms and hands of the body. Any other body part(s) touched by the ball will result in a fault.

6.2.2: The ball must be hit, not caught and/or thrown. It can rebound in any direction.

6.2.3: The ball may touch both arms and hands, provided that the contacts take place simultaneously. Exceptions:

6.2.3.1: At blocking, consecutive contacts may be made by one or more blocker(s), provided that the contacts occur during one action.

6.3 FAULTS IN PLAYING THE BALL

6.3.1: FOUR HITS: a team hits the ball four times before returning it to the opponent's court.

6.3.2: ASSISTED HIT: a player takes support from a teammate or any structure/object in order to hit the ball within the playing area.

6.3.3: CATCH: the ball is caught and/or thrown; it does not rebound from the hit.

6.3.4: DOUBLE CONTACT: a player hits the ball twice in succession or the ball contacts various parts of the arms/hands in succession; open hand contact, where hands are not touching.

6.3.5: OPEN HAND SET: on a hard driven attack hit from above the net.

7. BALL AT THE NET

7.1 BALL CROSSING THE NET

7.1.1: The ball sent to the opponent's court must go over the net within the crossing space. The crossing space is the part of the vertical plane of the net limited as follows:

7.1.1.1: Below, by the top of the net (refer to diagram on p.22).

7.1.1.2: At the sides, by the antennae, and their imaginary extension (refer to p. 22).

7.1.1.3: Only an open hand set, as an intentional attack, facing the opponent's court.

7.1.2: The ball that is heading towards the opponent's court through the lower space, but not completely crossed the vertical plane of the net.

7.2 BALL TOUCHING THE NET

While crossing the net, the ball may touch it. The exception is on a serve (rule 9.6.2.1).

7.3 BALL IN THE NET

7.3.1: A ball driven into the net may be recovered within the limits of the three team hits.

7.3.2: If the ball rips the mesh of the net or tears it down, the rally is cancelled and replayed.

8. PLAYER AT THE NET

8.1 REACHING BEYOND THE NET

8.1.1: In blocking, a blocker 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.

8.1.2: 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.

8.2 PENETRATION UNDER THE NET

8.2.1: It is not permitted to step on the center line.

8.2.2: It is not permitted to penetrate into the opponent's space under the net.

8.2.3: Penetration into the opponent's court, beyond the center line:

8.2.3.1: To touch the opponent's court with a foot (feet) is a fault. NOT permitted.

8.2.3.2: To touch the opponent's court with any part of the body above the feet is a fault. NOT permitted.

8.2.4: A player may enter the opponent's court after the ball goes out of play.

8.2.5: A player may penetrate into the opponent's free zone (areas outside the playing area), provided that they do not interfere with the opponent's play.

8.3 CONTACT WITH THE NET

8.3.1: A player cannot contact the net at anytime.

8.3.2: A player may touch the post, ropes, or any other object outside the antennae, provided that it does not interfere with play.

8.3.3: When the ball is driven into the net and causes it to touch an opponent, no fault is committed.

8.4 PLAYER'S FAULTS AT THE NET

8.4.1: A player touches the ball or an opponent in the opponent's space before or during the opponent's attack hit.

8.4.2: A player interferes with the opponent's play while penetrating into the opponent's space under the net.

8.4.3: A player interferes with the opponent's play by (amongst others):

- 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.

9. SERVICE

The service is the act of putting the ball into play, by the back-right player, position 1.

9.1: FIRST SERVICE IN A SET

9.1.1: The first service of the first set is executed by the team determined by the toss.

9.1.2: The second set will start with the service of the team that did not serve first in the previous set.

9.1.3: In the event of a third set, the team that served in the first set will serve. The teams shall switch courts at 8 pts.

9.2 SERVICE ORDER

9.2.1: The players must follow the service order from the starting lineup, recorded on the lineup sheet.

9.2.2: After the first service in a set, the player to serve is determined as follows:

9.2.2.1: When the serving team wins the rally, the player (or his/her substitute) who served before serves again.

9.2.2.2: When the receiving team wins the rally it gains the right to serve and rotates before actually serving. The player who moves from the right-front, position 2 to the back-right, position 1 will serve. (This is optional).

9.3 AUTHORIZATION OF THE SERVICE

The first referee authorizes the service, after having checked that the two teams are ready to play and that the server is in possession of the ball.

9.4 EXECUTION OF THE SERVICE

9.4.1: The ball shall be hit with one hand or any part of the arm after being tossed or released from the hand(s).

9.4.2: Two tosses are allowed if the initial toss is caught or dropped outside the boundary line. Dribbling or moving the ball in the hands is permitted.

9.4.3: The server must hit the ball within 10 seconds after the first referee whistles for service.

9.4.4: At the moment of the service hit or take-off for a jump service, the server must not touch the court (the end line included). After the hit, he/she may step or land inside the court.

9.4.5: A service executed before the referee's whistle is cancelled and repeated.

9.5 SCREENING

9.5.1: The players of the serving team must not prevent their opponent, through individual or collective screening, from seeing the server or the flight path of the ball.

9.5.2: A player or group of players of the serving team cannot make a screen by waving arms, jumping or moving sideways, during the execution of the service, or by standing grouped to hide the flight path of the ball.

9.6 FAULTS MADE DURING THE SERVICE

9.6.1: Serving faults. The following faults lead to a change of service, even if the opponent is out of position. The server:

9.6.1.1: violates the service order,

9.6.1.2: does not execute the service properly.

9.6.2: Faults after the service hit

After the ball has been correctly hit, the service becomes a fault (unless a player is out of position) if the ball:

9.6.2.1: touches a player of the serving team or fails to cross the vertical plane of the net completely through the crossing space (contact with the net is a fault).

9.6.2.2: goes "out,"

9.6.2.3: passes over a screen.

9.7 SERVING FAULTS AND POSITIONAL FAULTS

9.7.1 If the server makes a fault at the moment of the service hit (improper execution, wrong rotational order, etc.) and the opponent is out of position, it is the serving fault which is sanctioned.

9.7.2: Instead, if the execution of the service has been correct, but the service subsequently becomes faulty (goes out, goes over a screen, etc.), the positional fault has taken place first and is sanctioned.

10. CHARACTERISTICS OF THE ATTACK HIT

10.1: ATTACK HIT

10.1.1: All actions which direct the ball toward the opponents, with the exception of service and block, are considered as attack hits.

10.1.2: During an attack hit, tipping is permitted only if the ball is cleanly hit, and not caught or thrown.

10.1.3: An attack hit is completed at the moment the ball completely crosses the vertical plane of the net or is touched by an opponent.

10.2 RESTRICTIONS OF THE ATTACK HIT

10.2.1: A front row player may complete an attack hit at any height, provided that the contact with the ball has been made within the player's own playing space.

10.2.2: A back row player may complete an attack hit at any height from behind the front zone:

10.2.2.1: at his/her take-off, the player's foot (feet) must neither have touched nor crossed over the attack line;

10.2.2.2: after his/her hit, the player may land within the front zone.

10.2.3: A back-row player may also complete an attack hit from the front zone, if at the moment of the contact part of the ball is lower than the top of the net.

10.3 FAULTS OF THE ATTACK HIT

10.3.1: A player hits the ball "out."

10.3.2: A back-row player completes an attack hit from the front zone, if at the moment of the hit the ball is entirely higher than the top of the net.

11. BLOCK

11.1 BLOCKING

11.1.1: Blocking is the action of players close to the net to intercept the ball coming from the opponents by reaching higher than the top of the net, regardless of the height of the ball contact. Only front row players are permitted to complete a block higher than the top of the net.

11.1.2: Block Attempt

A block attempt is the action of blocking without touching the ball.

11.1.3: Completed Block

A block is completed whenever the ball is touched by a blocker.

11.1.4: Collective Block

A collective block is executed by two or three players close to each other and is completed when one of them touches the ball.

11.2 BLOCK CONTACT

Consecutive (quick and continuous) contacts with the ball may occur by one or more blockers, provided that the contacts are made during one action.

11.3 BLOCKING WITHIN THE OPPONENT'S SPACE

CHAPTER FOUR: INTERRUPTIONS AND DELAYS

12. REGULAR GAME INTERRUPTIONS

Regular game interruptions are TIME-OUTS and SUBSTITUTIONS. An interruption is the time between one completed rally and the 1st referee's whistle for the next service.

12.1 NUMBER OF REGULAR INTERRUPTIONS

Each team is entitled to request a maximum of two timeouts and six player substitutions per set.

12.2 REQUESTS FOR REGULAR GAME INTERRUPTIONS

12.2.1: Regular game Interruptions may be requested by the game captain. The request is made by showing the corresponding hand signal when the ball is out of play and before the whistle for service.

12.2.2: Substitution before the start of a set is permitted, and should be recorded as a regular substitution in that set.

12.3 SEQUENCE OF INTERRUPTIONS

12.3.1: A request for one or two time-outs, and one request for player substitution by either team, may follow one another, with no need to resume the set.

12.3.2: However, a team is not authorized to make consecutive requests for player substitution during the same game interruption. Two or more players may be substituted during the same game interruption.

12.4 TIME-OUTS AND TECHNICAL TIME-OUTS

12.4.1: All time-outs that are requested last for 30 seconds.

12.5 SUBSTITUTION OF PLAYERS

A substitution is the act by which a player enters the set to occupy the position of another player who must leave the court. Substitution requires the referee's authorization.

12.6 LIMITATION OF SUBSTITUTIONS

12.6.1: Six substitutions is the maximum permitted per team per set. One or more players may be substituted at the same time.

12.6.2: A player of the starting line-up may leave the set, but only once in a set, and re-enter, but only once in a set, and only to his/her previous position in the line-up.

12.6.3: A substitute player may enter the set in place of a player of the starting line-up, but only once per set, and he/she can only be substituted by the same starting player.

12.7 EXCEPTIONAL SUBSTITUTION

A player who cannot continue playing due to injury or illness should be substituted legally. If this is not possible, the team is entitled to make an EXCEPTIONAL substitution, beyond the limits of Rule 12.6. An exceptional substitution means that any player, who is not on the court at the time of the injury, may be substituted into the game for the injured player. An exceptional substitution cannot be counted in any case as a normal substitution.

12.8 SUBSTITUTION FOR EXPULSION OR DISQUALIFICATION

An EXPELLED or DISQUALIFIED player must be substituted through a legal substitution. If this is not possible, the team is declared INCOMPLETE.

12.9 ILLEGAL SUBSTITUTION

12.9.1: A substitution is illegal, if it exceeds the limitations indicated in Rule 12.6 (except the case of Rule 12.7).

12.10 SUBSTITUTION PROCEDURES

(For limitations see Rule 12.6)

12.10.1: Substitution must be carried out within the substitution zone.

12.10.2: A substitution shall only last the time needed for allowing entry and exit of the players.

12.10.3: The actual request for substitution is the notification to the first referee that a substitution(s) required.

12.10.3a: If that is not the case, the substitution is not granted and the team is sanctioned for a delay.

12.10.3b: The request for substitution is acknowledged and announced by the second referee, by use of the buzzer or whistle, respectively.

12.10.4: If a team intends to make simultaneously more than one substitution, the number of substitutions must be indicated at the time of the request. In this case, substitutions must be made in succession, one pair of players after another.

12.11 IMPROPER REQUESTS

12.11.1: It is improper to request any game interruption:

12.11.1.1: during a rally or at the moment of, or after the whistle to serve,

12.11.1.2: by a non-authorized team member,

12.11.1.3: for player substitution before the set has been resumed from a previous substitution by the same team,

12.11.1.4: after having exhausted the authorized number of time-outs and player substitutions.

12.11.2: The first improper request in the match that does not affect or delay the set shall be rejected without any other consequences.

12.11.3: Any further improper request in the match by the same team constitutes a delay.

13. SET DELAYS

13.1 TYPES OF DELAYS

An improper action of a team that defers resumption of the set is a delay and includes, among others:

13.1.1: delaying a substitution,

13.1.2: prolonging other game interruptions, after having been instructed to resume the game,

13.1.3: requesting an illegal substitution,

13.1.4: repeating an improper request,

13.1.5: delaying the set by a team member.

13.2 DELAY SANCTIONS

13.2.1: "Delay warning" and "delay penalty" are team sanctions.

13.2.1.1: Delay sanctions remain in force for the entire match.

13.2.2: The first delay in the match by a team member is sanctioned with a "DELAY WARNING."

13.2.3: The second and subsequent delays of any type by any member of the same team in the same match constitute a fault and are sanctioned with a "DELAY PENALTY": a point and or service to the opponent.

13.2.4: Delay sanctions imposed before or between sets are applied in the following set.

14. EXCEPTIONAL SET INTERRUPTIONS

14.1 INJURY

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

14.1.2: If an injured player cannot be substituted, legally or exceptionally, the player is given a 3-minute recovery time, but not more than once for the same player in the match. If the player does not recover, his/her team is declared incomplete.

14.2 EXTERNAL INTERFERENCE

If there is any external interference during the set, play has to be stopped and the rally is replayed.

Chapter Five: PARTICIPANT'S CONDUCT

16. REQUIREMENTS OF CONDUCT

16.1 SPORTSMANLIKE CONDUCT

- 16.1.1: Participants must know the "Official Hmong Volleyball Rules" and abide by them.
- 16.1.2: Participants must accept referee's decisions with sportsmanlike conduct, without disputing them. In case of doubt, clarification may be requested only through the game captain.
- 16.1.3: Participants must refrain from actions or attitudes aimed at influencing the decisions of the referees or covering up faults committed by their team.

16.2: FAIR PLAY

- 16.2.1: Participants must behave respectfully and courteously in the spirit of FAIR PLAY.
- 16.2.2: Communication between team members during the match is permitted.

17. MISCONDUCT AND ITS SANCTIONS

17.1 MINOR MISCONDUCT

Minor misconduct offenses are not subject to sanctions. It is the first referee's duty to prevent the teams from approaching the sanctioning level by issuing a verbal or hand signal warning to a team member or to the team through the game captain. This warning is not a sanction and has no immediate consequences.

17.2 MISCONDUCT LEADING TO SANCTIONS

Incorrect conduct by a team member toward referees is classified in three categories according to the seriousness of the offense.

- 17.2.1: Rude conduct: action contrary to good manners or moral principles, or any action expressing contempt.
- 17.2.2: Offensive conduct: defamatory or insulting words or gestures.
- 17.2.3: Aggression; physical attack or aggressive or threatening behavior.

17.3 SANCTION SCALE

According to the judgment of the first referee and depending on the seriousness of the offense, the sanctions to be applied: Penalty, Expulsion or Disqualification.

17.3.1: Penalty

17.3.1.1: The first rude conduct in the match by any team member is penalized with a point and or service to the opponent.

17.3.2: Expulsion

17.3.2.1: A team member who is sanctioned by expulsion shall not play for the rest of the set.

17.3.2.2: The first offensive conduct by a team member is sanctioned by expulsion with no other consequences.

17.3.2.3: The second rude conduct in the same match by the same team member is sanctioned by expulsion with no other consequences.

17.3.3: Disqualification

17.3.3.1: A team member who is sanctioned by disqualification must leave the Competition Control Area for the rest of the match with no other consequences.

17.3.3.2: The first physical attack or implied or threatened aggression is sanctioned by disqualification with no other consequences.

17.3.3.3: The second offensive conduct in the same match by the same team member is sanctioned by disqualification with no other consequences.

17.3.3.4: The third rude conduct in the same match by the same team member is sanctioned by disqualification with no other consequences.

Chapter Six: Tournament Host(s) and Sports Director(s)

18. Tournament Format(s)

18.1 Pool Play

Tournament pool play is setup so teams can compete and play against other teams to determine which teams will make the playoffs

18.1.1: pool playing format can either be round robin or bracket

18.1.1.2: Round Robin Format:

18.1.1.2.1: All registered tournament teams will be equally split to make different pools. Example: if 20 teams registered for the tournament, the 20 teams will be split into four pools of 5 teams.

18.1.1.2.2: each team in a certain pool will play a match with the other teams in their pool.

18.1.1.2.3: After pool play has completed, the top two teams in each pool will advance to the playoffs.

18.1.1.3: Bracket Format:

18.1.1.3.1: All registered tournament teams will have a drawing to determine which pool and where each team will be in the bracket of each pool.

Example: if 20 teams registered for the tournament, there will be four pools of 5 teams, each pool having its own bracket.

18.1.1.3.2: Bracket pool play will be double elimination until there are two teams left in each pool.

18.1.2: Pool Play Exceptions:

If the number of registered teams are odd (example: 21 registered teams), it is up to the Tournament Host(s) or Sports Director(s) to add the odd number team to a respective pool before the start of the tournament.

18.2 Playoffs Format

Playoffs matches are single elimination.

18.2.1: If the pool playing format used to determine the playoffs was:

18.2.1.2: round robin:

18.2.1.2.1: The first seed in pool "A" will play the second seed in pool "C".

18.2.1.2.2: The first seed in pool "B" will play the second seed in pool "D".

18.2.1.2.3: The first seed in pool "C" will play the second seed in pool "A".

18.2.1.2.4: The first seed in pool "D" will play the second seed in pool "B".

18.2.1.3: bracket format:

18.2.1.3.1: The first seed in pool "A" will play the second seed in pool "C".

18.2.1.3.2: The first seed in pool "B" will play the second seed in pool "D".

18.2.1.3.3: The first seed in pool "C" will play the second seed in pool "A".

18.2.1.3.4: The first seed in pool "D" will play the second seed in pool "B".

18.3 Semi-Finals Format

The winning teams from the playoffs will play as follows:

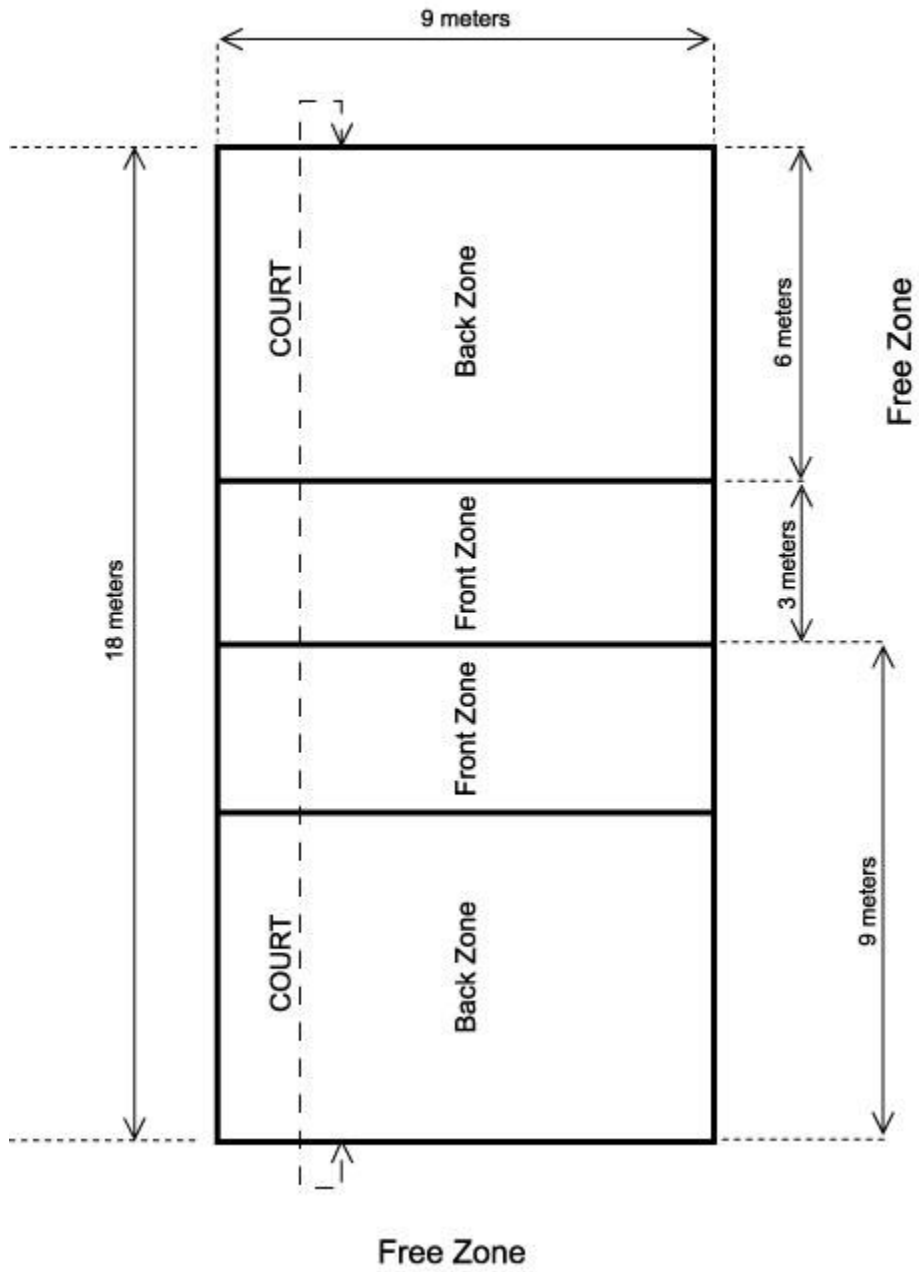
18.3.1: The winner of the match between the first seed from pool "A" and second seed from pool "C" will play the winner of the match between the first seed of pool "D" and the second seed of pool "B". Example: round robin winners of match (rule 18.2.1.2.1) will play the winner of match (rule 18.2.1.2.4).

18.3.2: The winner of the match between the first seed from pool "B" and second seed from pool "C" will play the winner of the match between the first seed of pool "C" and the second seed of pool "A". Example: round robin winners of match (rule 18.2.1.2.2) will play the winner of match (rule 18.2.1.2.3).

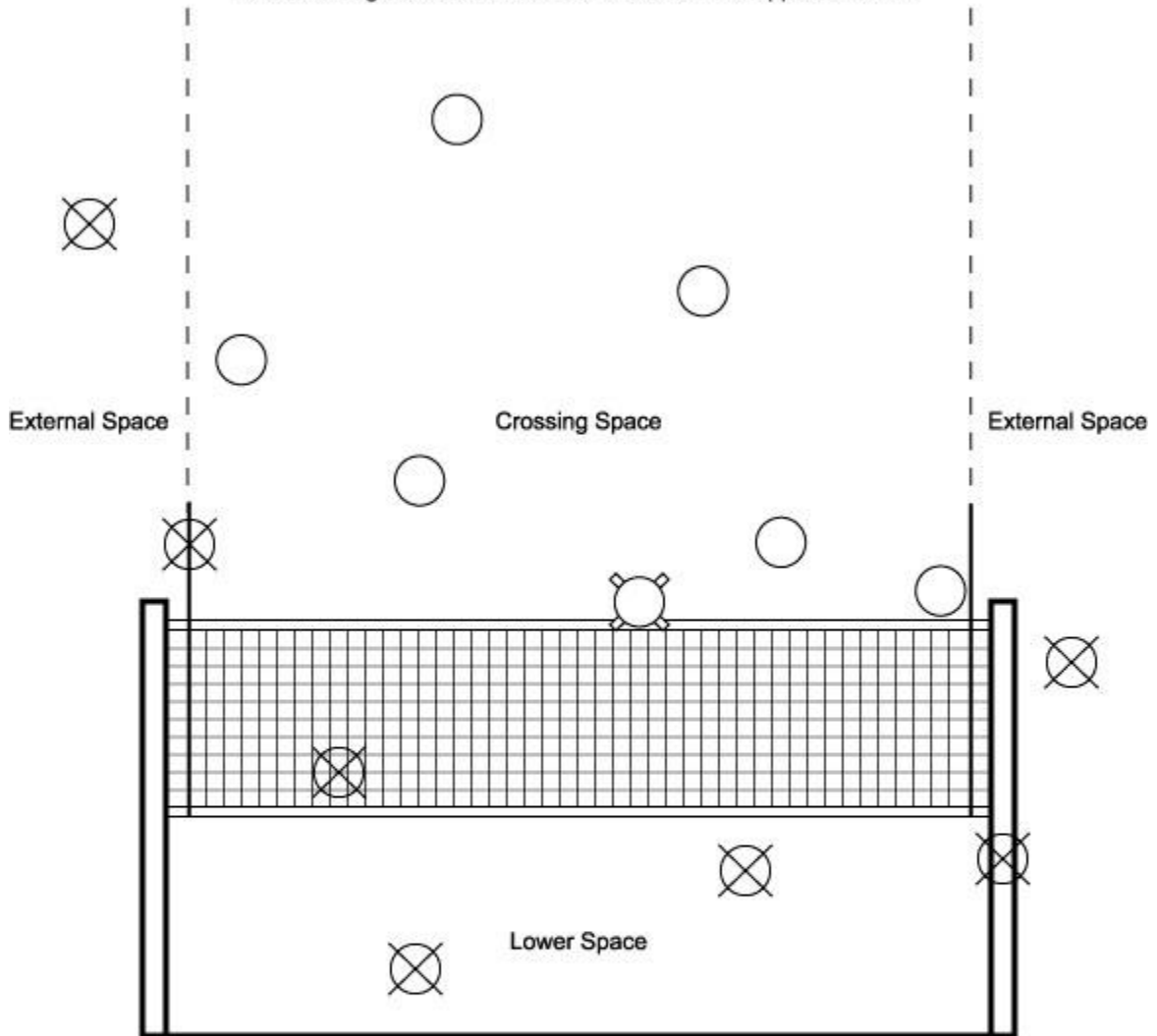
18.4 Finals

The winning teams from the semi-finals will play a match to determine the tournament champion.

The Playing Area



Ball Crossing the Vertical Plane of the Net to the Opponent Court



○ = Correct Crossing

⊗ = Correct Crossing, Except on the Serve

⊗ = Fault, Out of Play