



FEDERATION INTERNATIONAL OF FOOTVOLLEY -FIFV

OFFICIAL RULES OF FOOTVOLLEY 2002-2006

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CHARACTERISTICS OF THE GAME

The Footvolley is a sport practiced by two teams of two players each, argued in a block of sand divided in two fields by a net. The ball can be hit with any part of the body, except the hand, the arm and the forearm.

The game has for objective to send the ball for top of the net for the soil of the opposing field, avoiding that the same touch the soil of the own field.

The ball is placed in game by the saccade. This executes the draft hitting the ball with one of the feet, for on the net in direction to the field opponent.

A team is entitled of hitting the ball three times to send her/it of turn to the opposing field.

It is not allowed to the player to hit the ball twice consecutively.

A rally–time in that the ball stays in game–it continues until that the ball touch the soil, falls “I/you had been” or don't be returned properly to the opposing field by one of the teams. In the Footvolley, the team that is taking out can just mark “point” (except in the decisive set and you form of dispute for system “tie-break”). When the team that reception wins the rally it wins the draft right, (in the decisive set it also wins a point) denominated “advantage.” Whenever it happens a “advantage” the players of the favored team should alter in the draft.

Five forms of dispute of a Footvolley departure exist;

It forms of dispute THE–it argues of a set

The team wins the set and the departure when marking 15 points with a minimum of two points of difference on the opponent's scoreboard. In the occurrence of a tie in 16 points, the team that it marks the 17th point wins the set and the departure, with only a point of difference.

It forms of dispute B–better of two winner sets

The team wins the first two sets marking 12 points. The team that to mark the 12th point first wins the set. The team that to win two sets wins the departure.

Decisive Set - In the case of tie of due sets, 1-1, to win the third and decisive set the team have to mark 12 points, with a minimum advantage of two points on the

opponent's points. In the case of 11-11, the game continues until that a minimum advantage of 2 points is reached. There is not point it limits. The decisive set, “tie-brake”, it is disputed in the system of continuous count, where a point is marked every time that a team wins a “rally.”

He/she/you forms of dispute C -A it Forms “C” it consists of best of three sets, all the sets using point system for rally, due with point it limits certain for the TV or needs organization of the competition.

It forms of dispute D–THE form “D” it consists of applying the form “THE” until the timed limit of 8 joined minutes (chronometer) and since then in the point system for rally to the limit of 15 points. In case 14-14 the game continues until that is obtained a minimum advantage of 2 points it is reached.

He/she/you forms of dispute AND–THE team wins the set and the departure when marking 21 points, in the system point for rally, where a point is marked every time that a team wins a “rally.”

SECTION I–THE GAME

Chapter One

FACILITIES AND EQUIPMENTS

1 AREA OF GAME (Enclosure 4)

The game area includes the block and the free zone.

1.1 DIMENSIONS

1.1.1 The game block is rectangular, measuring 18m x 9m and it is surrounded by a zone free from at least 3 meters of width, with a space free from any obstacle type to a minimum height of 8 meters of the soil.

1.1.2 For official national competitions, the free zone owes distance in the minimum 8 meters of the bottom lines and 5 meters of the lateral lines with a space free from any obstacle to a minimum height of 12 meters of the soil.

1.2 SURFACE OF GAME

1.2.1 The floor should be made of sand, even, the more plan and possible uniform, free from stones, shells and any other object that it can represent risk of cuts or wounds to the players.

1.2.2 In official national competitions the sand should be constituted of fine grains, tends a depth of at least 30 cm.

1.2.3 The game surface cannot present any bruise danger to the players.

1.3 LINES OF THE BLOCK

- 1.3.1 Two lateral lines and two bottom lines delimit the game block. Both are placed inside of the dimensions of the block.
- 1.3.2 Central line doesn't exist
- 1.3.3 All the lines have from 5 cm to 8 cm of width in the case of ribbons and 20 to 30 millimeters of width in case of strings.
- 1.3.4 The lines should be of very contrasting colors with the color of the sand.
- 1.3.5 The lines of the block should be marked with ribbons or strings done of resistant material and any object to fasten them that is exposed; it should be of soft and flexible material.

1.4 ZONE OF DRAFT

The draft zone is the located area behind the bottom line, among the prolongation of the lateral lines, extending until the end of the free zone.

1.5 TEMPERATURE

The temperature should not represent any lesion danger to the players, should be outdoors compatible with a competition.

1.6 ILLUMINATION

For official national competitions accomplished at night, the illumination should be from 1.000 lux to 1.500 lux, measure the a distance of a meter of height of the floor.

2 ***NET AND POSTS***

2.1 NET

The net measures 9,5 m of length for 1 m of width, with a variation the (+ / - 3 cm) when tensioned, extended vertically on the central axis of the block.

It is done of square meshes of 10 cm. Your superior board and inferior are delimited by horizontal strips of 5 cm to 8 cm of width, done of double canvas, sewn along the whole length of the net. In each extremity of the strips an opening exists, that allows the fixation of the net to the posts, through strings, maintaining stretched the superior board.

Running for among the strips we found a rope in the superior part and another one in the inferior part, that are tied in the way posts to maintain the whole very stretched net. The propaganda is allowed in the horizontal strips of the net.

2.2 LATERAL STRIPS

Two lateral strips of 5 cm to 8 cm of width and 1 m of healthy length fastened in the net, in vertical sense, on each lateral line. Integral parts of the net are considered. The propaganda is allowed in the lateral strips of the net.

2.3 ANTENNAS

The antennas are flexible sticks with 1,80 m of height and 10-diameter mm. They are done of glass fiber or similar material. Two antennas are placed perpendiculary to the external part of each lateral strip, in opposed sides of the net.

The 80-cm of the superior part of the antennas extends besides the superior board of the net. They are painted with colored strips of 10 cm of width, in contrasting colors, preferably red and white.

The antennas are considered part of the net and they delimit the game space sidelong on the same.

2.4 HEIGHT OF THE NET

The height of the net for masculine competitions is of 2,20 m and of 2,00m for feminine competitions. In the modality 4 for 4, the height will be of 2 m.

Observations:

The height of the net can vary for groups of age, in agreement with the following:

	Feminine	Masculine
Up to 16 years	1,90m	2,10m
Up to 14 years	1,80m	2,00m
Up to 12 years	1,70m	1,90m

Your height is measured in the center of the block, through a régua. The two ends of the net (above the lateral strips) they should be in the same height and they cannot exceed in more than 2 cm the height to regulate.

2.5 POSTS

The posts of fixation of the net should measure 2,55 m. They should be fastened to the soil at a distance of 0,50 m to 1 m of each lateral line of the block. Your fixation through cables is prohibited and all and any equipment that can obstruct or to hurt the players should be eliminated. The posts should be padded.

2.6 ADDITIONAL EQUIPMENTS

All and any additional equipment will be certain for the regulation of CBFv'.

3 ***BALL***

3.1 CHARACTERISTICS

The ball should be spherical, constituted of a layer of leather flexible or similar and that it doesn't absorb water, appropriate for use outdoors once the games can be accomplished even with rain. This layer covers an eraser camera or similar material

I weigh— 410 to 440g

Circumference—68cm to 70cm

Pressure interns—0.56 0.63kg/cm2)

3.2 UNIFORMITY OF THE BALLS

The balls of a same game have to necessarily have the same color characteristics, circumference, weight, pressure interns, type etc.

CBFv should dispute official national competitions with approved balls

3.3 SYSTEM OF THREE BALLS

For official national competitions three balls should be used. In this case, three boleros are positioned like this: one in each song of the draft zone and one behind the second referee.

Chapter Two

PARTICIPANTS

4 TEAMS

4.1 COMPOSITION AND REGISTRATION

4.1.1 A team is formed by two players in the couples and for five (1 he/she reserves) in the court (4 X 4)

4.1.2 Only the players enrolled in the *súmula* they can participate in the game.

4.2 CAPTAIN

The captain of the team should be suitable in the *súmula*.

5 UNIFORM OF THE PLAYERS

5.1 UNIFORM

5.1.1 The players' uniform consists of shorts or bathing trunks. A mesh shirt or shirt is optional, except when specified in the Regulation of the Tournament.

5.1.2 In the official national competitions, a same team's players should use uniforms of the same workmanship and color.

5.1.3 The shirts and shorts should be clean.

5.1.4 The players should play barefoot, except when authorized for the referee.

5.1.5 The players' shirts or shorts (when authorized to play without shirt) they should be numbered (1 and 2 for the couples and 1 to 5 for the blocks). The number should be fixed in the height of the chest (or in front of the shorts).

5.1.6 The numbering should be of contrasting color with the one of the shirt and of, in the minimum, 10 cm of height. The strip that forms the numbers should have, in the minimum, 1,5 cm of width.

5.2 AUTHORIZED CHANGES

5.2.1 If both teams come with the same shirt color, the local team should change of shirt. In a neutral block, the related team in first place in the *súmula* should change of shirt.

5.2.2 The first referee can authorize an or more players the:

a) to play of stockings

- b) To change the wet shirts in the interval of the sets, since another substitutes them that obeys the Regulation of the tournament.
- 5.2.3 The solicitation of the player, the first referee can authorize the use of bass shirts and training warm clothing.

5.3 OBJECTS ARE UNIFORM FORBIDDEN

- 5.3.1 It is prohibited the use of any object that can hurt the player, such as: pins, bracelets, molds of plaster etc.
- 5.3.2 It is prohibited to use uniforms that don't present the official number (Rules 5.1.5 and 5.1.6).

6 ***RIGHTS AND RESPONSABILIDADES DOS PARTICIPANTES***

6.1 OF THE PLAYERS

- 6.1.1 All the players should know and to obey the Official Rules of Footvolley.
- 6.1.2 The participants should accept the decisions of the arbitration team with sporting spirit, without discussing them. In the case of some doubt, it can be requested an explanation.
- 6.1.3 The participants should hold if with courtesy and fair play, not just in relation to the referees, but also to the other leaders, boleros, to the opposing team, team companion and spectators.
- 6.1.4 The participants should avoid actions or attitudes that can influence the decision of the referees or to hide lacks made by your team.
- 6.1.5 The participants should avoid actions that provoke retardation of the departure.
- 6.1.6 The communication is allowed among the players of a same team during the departure.
- 6.1.7 during the game, both players are **AUTHORIZED** to speak with the referees, since the ball is not in game, in the cases below:
- a) To ask an explanation about the application or interpretation of the Rules.
In case the explanation doesn't satisfy the players, one of them should communicate immediately to the referee that the right is reserved of registering your protest officially in the *súmula* of the game, at the end of the departure.
 - b) To request authorization:
 - to change of uniforms or equipment's;
 - to verify the number of the saccades;
 - to check the net, it plans, floor etc.;
 - To straighten the lines of the block.
 - c) To Request "time of rest."
Obs: The players should be authorized for the referees for us to leave the game area.
- 6.1.8 In the end of the game:
- a) Both players thank the referees and the opponents.
 - b) In case some player of the team has expressed your protest close to the first referee, then it can register him/it in the *súmula*.

6.2 CAPTAIN

- 6.2.1 Before the game, the captain of the team:
- he/she/you signs the *súmula* of the game;
 - He/she/you represents your team in I raffle him/it.
 - In any moment of the competition will be the communication channel among the organizers, the arbitration and your team.
- 6.2.2 in the end of the game, the captain of the team verifies the result, signing the *súmula*.

6.2.3 LOCATION DOS PARTICIPANTES

The players' chairs should be 5 m of distance of the lateral and separate line for a minimum of 3 m of distance of the table of the sharpener.

I capitulate three

POINT, SET IS WINNER OF THE GAME

7 SYSTEM OF DEMARCATION OF POINT

7.1 TO WIN A DEPARTURE

- 7.1.1 He/she/you FORMS THE—departure of a set: the team that wins the only set wins the departure.
- 7.1.2 FORM B—two or three sets: the team that wins two sets wins the departure.
- 7.1.3 In the case of tie in due sets, 1-1, (it Forms B, Rule 7.1.2), the decisive set (3rd) a tiebreak is played with the point system by rally (Rule 7.4).

7.2 TO WIN A SET

- 7.2.1 He/she/you forms THE (Rule 7.1.1):
The team wins the set that to mark 15 points first, with a minimum advantage of two points on the points of the opposing team. In the case of a tie in 14 points, the departure continues until that a difference of two points is reached (16-14, 17-15).
However, a point limit is fastened in 17 points, that is, after a tie in 16 points, the team that to mark the 17th point wins the set with just an advantage point.
- 7.2.2 Form. B (Rule 7.1.2):
The) First two sets:
The team wins the set that to mark 12 points first. In the case of tie 11-11, the team that to mark 12 points first wins the set.
- b) THE decisive set:
In case of tie in sets, 1–1, the decisive set (3rd) a tiebreak will be played with the point system by rally (Rule 7.4). It wins the set the team that, with a minimum difference of 2 points, to mark 12 points

first. In case of tie, 11 - 11, the game continues until that one of the teams reach a difference of 2 points. There is not limit of points.

7.2.3 The decisive set is disputed in agreement with the Rule 7.4

7.2.4 Form AND

The team wins the set that to mark 21 points first.

7.3 TO WIN A RALLY

Whenever a team to make mistakes in the draft or in the devolution of the ball to the opposing field or to make any other lack, the team opponent will win the rally, provoking one of the following consequences:

7.3.1 In case the team opponent has taken out, this marks a point and you/he/she continues to take out.

7.3.2 In case the opposing team has recepcioned the draft, it wins the right of taking out without marking point (advantage), except in the decisive set (3rd) and systems of point dispute for rally.

7.4 TO WIN A RALLY IN DECISIVE SET (3RD)

In the decisive set, whenever a team to win a rally, it marks a point provoking the following consequences:

7.4.1 If it is of ownership of the draft, it marks a point and it continues to take out.

7.4.2 If it is recepcioned the draft, it wins, beside the point, the right of taking out.

7.5 CESSATION AND INCOMPLETE TEAM

7.5.1 If a team if it refuses to play after having requested to do him/it, it is declared drop-out and it loses the departure with the result of 0 - 1 (0 - 2 in the Forma B) and a scoreboard of 0 - 15 (0-12, 0-12 in the Forma B), for the sets.

7.5.2 Teams that not to come in the hour marked for the departure without fair cause is considered absent, with the same results of the Rule 7.5.1.

7.5.3 A team declared INCOMPLETE in a set, or departure, it loses the set or the departure (Rule 9.1). The opposing team receives the necessary points to win the set or the departure. The incomplete team maintains the points and sets.

Chapter Four

PREPARATION OF THE DEPARTURE-IT STRUCTURES OF THE GAME

8 PREPARATION OF THE DEPARTURE

8.1 I RAFFLE

Before the heating, the first referee accomplishes and I raffle in the two captains' of the team's presence. The winner of the I raffle it wins the right of choosing among:

- a) To take out or reception the first draft, or
- b) To choose the side of the block.

The loser is with the remaining alternative.
In the 2nd set (it Forms B) the loser of the I raffle in the 1st set he/she is entitled of choosing among “the” or b.”
A new one raffles it will be made for the decisive set.

8.2 HEATING

The teams are entitled to a maximum period of heating of 5 minutes.

9 FORMATION OF THE TEAMS

9.1 Two players of each team (Rules 4.1.1.) they should always be in game.

9.2 Players' substitutions don't exist.

9.3 In the court (4 modality X 4) substitution possibility exists.

10 POSITIONING OF THE PLAYERS

10.1 POSITIONS

10.1.1 When the ball be hit by the saccade, each team should be positioned in your own block (except the saccade).

10.1.2 The players are free for if they position in the block not having Certain positions.

10.1.3 Position lacks don't exist.

10.2 ORDER OF DRAFT

The draft order should be maintained by the whole set (in agreement with the certain for the captain of the team immediately after I raffle him/it).

10.3 HE/SHE/YOU LACKS IN THE ORDER OF DRAFT

10.3.1 It is made it lacks in the draft order when this is not made in agreement with the draft order.

10.3.2 The sharpener should determine the moment I need in that the mistake was made. All the points gotten by the team from this instant they should be annulled.

10.3.3 If the points obtained by the team, when a player was out of the draft order, they cannot be certain, the only sanction to be applied is the loss of the rally. (Rule 12.2.1).

Chapter Five

ACTIONS OF GAME

11 SITUATIONS OF GAME

11.1 HE/SHE/YOU PLANS “IN GAME”

The rally begins with the referee's whistle. However, the ball is considered “in game” starting from the execution of the draft.

11.2 HE/SHE/YOU PLANS “OUT OF GAME”

The rally finishes with the referee's whistle. However, if the referee whistles a lack made with the ball in game, this is considered “out of game”, starting from the moment in that the mistake was made (Rule 12.2.2).

11.3 HE/SHE/YOU PLANS “INSIDE”

The ball is considered “inside” when he/she plays the soil of the game block, besides the line limits (Rule 1.3).

11.4 HE/SHE/YOU PLANS “I/YOU HAD BEEN”

The ball is considered “I/you had been” when:

- a) It reaches the soil completely out of the limits of the game block (without playing the lines limits).
- b) Lair a located object out of the block, the roof or a person out of the game;
- c) He/she/you plays the antennas, strings, posts or the own net, out of the limit of the lateral strips or of the antennas.

12 LACKS OF GAME

12.1 DEFINITION

12.1.1 Any action contrary to the Rules is considered “it lacks.”

12.1.2 The referees judge the lacks and they determine the penalties, in agreement with These Rules.

12.2 CONSEQUENCES OF A LACK

12.2.1 Every lack suffers a penalty; the contrary team the that that made the mistake wins the rally, according to the Rule 7.3 or it Rules 7.4 in the case of decisive set.

12.2.2 If two or more mistakes be made successively, the first is only considered.

12.2.3 In the case of two or more lacks made simultaneously by two opponents, he/she is considered it LACKS COUPLE and the rally it is then repeated.

13 TOUCHES OF BALL

13.1 TOUCHES OF THE TEAMS

13.1.1 Each team is entitled to play the ball, at the most, three times to come back her for top of the net to the opposing field.

13.1.2 These touches not just include the players' intentional touches, but also any involuntary contact with the ball.

13.1.3 It is not allowed to the player to play the ball twice consecutive.

13.2. SIMULTANEOUS CONTACTS

13.2.1 Two players can play the ball simultaneously.

13.2.2 When two team companions play the ball simultaneously, he/she is considered as two touches made by the team.

When two team companions try to play the ball but just one accomplishes the touch, he/she is considered a made touch.

In the case of players' collision any mistake is made.

13.3 LEANING TOUCH

Inside of the game area it is not allowed to the player to lean on in the companion or in any other structure / I object to reach the ball.

However, the player that is for making a lack (to play the net or to interfere in the play of the opposing team, etc.) it can be impeded or contained by the team companion.

13.4 CHARACTERISTICS OF THE TOUCH

13.4.1 The ball can be played with any part of the body, except the hands, forearms and arms.

13.4.2 The ball should be played, not could be retained or led. It can be returned for any direction.

13.5 LACKS IN THE TOUCH OF BALL

13.5.1 FOUR TOUCHES—a team lair the ball four times before returning her/it to the opposing field (Rule 13.1.1).

13.5.2 LEANING TOUCH—THE player, inside of the game area, he/she leans on in the companion or in any other structure / object to reach the ball (Rules 13.3.).

13.5.3 PLAY IRREGULAR—When the ball lair in the arm, forearm or in the athlete's hand.

13.5.4 TWO TOUCHES—THE player plays the ball twice successively, or it is played successively by the ball in several parts of the body (Rules 13.1.3 and 13.4.3).

14 HE/SHE/YOU PLANS IN THE NET

14.1 BALL PASSING ON REDE (ANEXO 2)

14.1.1 The ball correspondent to the opponent's field should go over of the net, inside of the crossing space. The crossing space is part of the vertical plan of the net delimited like this:

a) below, for the superior board of the net;

b) sidelong, for the antennas and your imaginary prolongation;

c) Above, for the roof or it structures (I marry existent).

14.1.2 a ball going to the opposing field, passing total or partially on the outside of the crossing space, it can be recovered, since it comes back on the outside of the antenna, on the same side of the field, inside of the touches you regulate.

14.1.3 The ball is considered “I/you had been” when it crosses the space completely below the net.

14.2 BALL PLAYING THE NET

When surpassing the net (Rule 14.1.1), the ball can play her.

14.3 HE/SHE/YOU PLAYS IN THE NET

14.3.1 A ball encounters play the net can be recovered inside of the allowed limits of three touches by team.

14.3.2 if the ball tears the meshes of the net or it drops her, the rally is canceled and repeated.

15 PLAYER IN THE NET

Each team should play inside of your own block and game area. However, the ball can be recovered besides the free zone.

15.2 INVASION IN THE SPACE OF GAME, SQUARES E/OU ZONA FREE FROM THE OPPONENT.

A player can invade the game space; it squares e/our zone free from the opponent, since your action doesn't interfere in the opponent's play.

15.3 I CONTACT WITH THE NET

15.3.1 It is prohibited to play any part of the net or of the antennas (exception Rules 15.3.4).

15.3.2 After hitting the ball, the player he/she can play the posts, strings or any other object that not the net in all your extension, as long as this doesn't interfere in the play.

15.3.3 When the ball is played from encounter to the net and he/she plays the opponent, lack is not considered.

15.3.4 The accidental contact of the hair with the net is not lack.

15.4 LACKS OF THE PLAYER IN THE NET

15.4.1 The player plays the ball or the opponent before in the space of contrary game or during the blow of the opponent's attack (Rule 15.1.1).

15.4.2 The player penetrates the game space; it squares e/our zone free from the opponent, interfering in the opponent's game (Rule 15.2).

15.4.3 A player plays the net (Rule 15.3.1).

16.1 DEFINITION

The draft is the action made by a player, that places the ball in game positioned in the draft zone, placing her/it on the sand and hitting her/it with one of the feet.

16.2 FIRST DRAFT OF SET

The team that makes the first draft of a set is determined for the I raffle (Rule 8.1)

16.3 ORDER OF DRAFT

After the first draft of a set, the following criteria are observed to determine the saccade:

The) When the team that took out the rally, the player that took out expires it stays taking out.

b) When the receiving team wins the rally, it wins the draft right and the saccade he/she is the player that has not made the last draft of the team.

16.4 AUTHORIZATION FOR THE DRAFT

The first referee authorizes the draft after certifying that the saccade has the ball behind the bottom line and the teams are ready to play.

16.5 EXECUTION OF THE DRAFT

16.5.1 The saccade can be moved freely inside of the draft zone. When it hits the ball, he/she cannot play the block (bottom line besides) or the soil out of the limits of the draft zone. Your feet cannot be below of the line. After the blow, it can step or to play the soil out of the limits of the draft zone or inside of the block.

16.5.2 In case the line moves by virtue of the sand moved by the saccade, a lack is not considered.

16.5.3 The saccade should hit the ball up to 5 seconds after the first referee's whistle authorizing the draft.

16.5.4 A draft made before the first referee's authorization it is canceled and repeated.

16.5.5 The ball should be hit with one of the feet.

16.6 BARREIRA (Annex 1)

The companion of the saccade cannot impede the opponent's vision, hiding the saccade or the path of the ball, through barrier. The a solicitation of the opponent he should move in the lateral sense.

16.7 LACKS IN THE DRAFT

The following lacks provoke a draft change. The saccade:

a) He/she/you infringes the draft order (Rule 16.3);

b) He/she/you doesn't execute the draft properly (Rule 16.5).

16.8 LACKS IN THE DRAFT AFTER HITTING THE BALL

After the ball it was hit correctly, the draft becomes lack if the ball:

a) He/she plays a player of the team saccade or it doesn't surpass the vertical plan of the net.

b) He/she/you falls "I/you had been" (Rule 11.4).

17 BLOW OF ATTACK

17.1 DEFINITION

17.1.1 All the actions aiming at to drive the ball to the opposing block, except the draft, attack blows are considered.

17.1.2 The attack blow is completed when the ball surpasses the vertical plan of the net completely.

17.1.3 The players can attack the ball in any height, since the blow has been accomplished in the limits of your game space (except Rule 17.2.4).

17.2 LACKS IN THE BLOW OF ATTACK

17.2.1 The player hits the ball inside of the space of game of the opposing team (Rule 15.1.2).

17.2.2 The player hits the ball for "I/you had been" (Rule 11.4).

Chapter Six

TIMES OF REST AND RETARDATIONS

19 TIME OF REST

19.1 DEFINITION

TIME for rest is an interruption to regulate of the game. This time has the duration of 60 seconds.

19.2 NUMBER OF TIMES OF REST

Each team is entitled at two times at the most in each set.

19.3 REQUEST OF TIME OF REST

The players can only request time when the ball is out of game and before the referee's whistle authorizing the draft, accompanied of the corresponding manual sign. The requests of time can be consecutive, without there is the need of the departure to be restarted.

The players should have the authorization of the referees to leave the game area.

19.4 IMPROPER SOLICITATIONS

Among other, it is unfounded to request a time for rest:

a) During a rally, in the moment, or after the referee's whistle authorizing the draft (Rule 19.3).

b) After the number it was completed to regulate of times for rest (Rule 19.2). Any improper solicitation that doesn't affect or delay the game it should be disrespected, without any sanction, to not to be when repeated in a same set (Rule 20.1b).

20 RETARDATIONS OF THE GAME

20.1 TYPES OF RETARDATION

The improper action of a team that impedes the re-establishment of the game is considered as retardation. Enter other, they are included:

- a) To extend the duration of the time of rest, after it being instructed to restart the game.
- b) To repeat an improper solicitation in the same set (Rule 19.4).
- c) To delay the game.

20.2 SANCTIONS FOR RETARDATION

20.2.1 The first retardation provoked by a team in a set it is sanctioned with a WARNING OF RETARDATION.

20.2.2 The second and the following retardation's of any species, made by the same team in a same set, they constitute lack and they are sanctioned with a PENALTY BY RETARDATION: loss of the rally.

21 EXCEPTIONAL INTERRUPTIONS OF THE GAME

21.1 BRUISE

21.1.1 In the case of serious accident being the ball in game, the referee should paralyze the departure immediately. The rally is then repeated.

21.1.2 The a player injured is granted, at the most, 5 minutes for recovery in a set. The referee authorizes the doctor (properly credential) to enter in the game block to assist the player. Only the referee can authorize the player to leave the game area without penalty. At the end of the 5 minutes of the time of recovery, the referee whistles to restart the departure, and at this time, the player determines for himself it is capable to continue playing.

If the player doesn't recover or he doesn't return to the game area when concluding the time for recovery, your team will be declared incomplete (Rules 7.5.3/9.1).

In extreme cases, the doctor of the tournament and the Technical Supervisor they can be contrary to the return of the player injured.

He/she/you NOTICES: THE time of recovery will begin when the doctor official of the tournament to arrive to the game block to assist the player. Not having an available doctor, the time of recovery will begin starting from the moment in that the referee to authorize.

21.2 INTERFERENCE EXPRESSES

In the case of interference it expresses during the game, the departure should be interrupted and the Repeated rally.

21.3 LINGERING INTERRUPTIONS

In the case of unexpected circumstances they interrupt the departure, the first referee, the organizer and the Committee of Control, if there is, they should decide on the necessary measures for the re-establishment of the normal conditions.

- 21.3.1 In the case of happening an or several interruptions, not exceeding a total of 4 hours, the game is restarted in the same block or in another block, with the same scoreboard. For the sets already accomplished the same scoreboard it will be maintained.
- 21.3.2 In the occurrence of an or several interruptions, exceeding the total limit of 4 hours, the whole departure is repeated.

22 CHANGE OF BLOCK AND INTERVALS

22.1 CHANGE OF BLOCK

- 22.1.1. In the format “THE” to each 5 played points the teams change of block.
- 22.1.2. In the format “B” to each 4 played points the teams change of block.
- 22.1.3. In the format “AND” to each 7 played points the teams change of block.

22.2 INTERVALS

22.2.1 The interval among each set (in case it is played more than a set) it lasts 5 minutes.

During this interval, the first referee accomplishes him/it I raffle (Rule 8.1).

22.2.2 During the block change (Rule 22.1) the teams are entitled to an interval of, in the maximum, 30 seconds. During this interval, the players can sit down in the chairs.

Exception: in the decisive set (3rd), in the Form “B”(Rule 7.1.3.), interval doesn't exist during the block changes. The teams should change immediately of block.

22.2.3 If the block change if it doesn't accomplish in the regulated moment, it should be made the mistake so soon it is verified. The punctuation reached until the moment of the block change the same it stays.

Chapter Seven

LACKS OF CONDUCT

23 INCORRECT CONDUCT

The players' incorrect conducts in relation to referees, opponents, team companions or spectators are classified in 4 categories, according to your gravity.

23.1 CATEGORIES

- 23.1.1 Anti-sporting conduct: discussion, intimidation, etc.
- 23.1.2 Rude conduct: actions contrary to the moral beginnings and of good education, demonstrating respect lack.
- 23.1.3 Offensive conduct: words or gestures insulting or scandalous.
- 23.1.4 Aggression: it attacks physical or aggression intention.

23.2 SANCTIONS

Depending on the gravity of the incorrect conduct, according to interpretation of the first referee, the applicable sanctions, that should be properly registered in the sùmula of the game, they are:

23.2.1 WARNING FOR INCORRECT CONDUCT: for anti-sporting conducts. Sanctions are not applied but the player is alerted too not to repeat them in the same set.

23.2.2 PENALTY FOR INCORRECT CONDUCT: for rude conduct. The team is punished with the loss of the rally; advantage or point for the opponent.

23.2.3 EXPULSION: (only in the form "B") the repetition of rude conduct is punished with the expulsion. The player expels he should leave the game area and your team is declared incomplete for the set (Rules 7.5.3 and 9.1).

23.2.4 DISQUALIFICATION: for offensive conducts and aggressions. The player should leave the game area and your team is declared incomplete for the game (Rules 7.5.3 and 9.1).

23.2.5 To PUNISH a player that to contact the ball intentionally through the net, when the ball is in the opposing block, impeding that the opponent recovers the ball. The ball that to play the player through the net, when this didn't have the intention of contacting her it won't be punished.

23.3 SCALE OF SANCTIONS

The repetition of incorrect conduct for a same player, in a it set it is punished progressively as demonstrated in the Scale of Sanctions.

A player can be punished with more than a red card for rude conduct in a same set.

The disqualification due to the offensive conduct or aggression doesn't demand previous sanction.

23.4 INCORRECT CONDUCT, BEFORE AND ENTER SETS

Any incorrect conduct, before or in the interval of the sets, it will be punished the Scale of Sanctions accordingly, in the following set.

SECTION II - THE REFEREES, YOUR RESPONSIBILITIES AND SIGNS OFICIAIS (ANEXO 6)

Chapter Eight

TEAM OF ARBITRATION AND PROCEDURES

24 TEAM OF ARBITRATION AND PROCEDURES

24.1 COMPOSITION

The team of arbitration of a game is composed of the following ones official:

- The first referee
- The second referee

- The sharpener
- 4 or 2 line judges.

24.2 PROCEDURES

- 24.2.1 Only the first and second referees are entitled of whistling during the game:
- a) The first referee authorizes the draft that begins the rally.
 - b) The first and second referees whistle and they signal the end of the rally, certain that a mistake was made, identifying her when necessary.
- 24.2.2. They can whistle during an interruption of the game to indicate that authorize or they reject the solicitation of a team.
- 24.2.3. Immediately after the whistle signaling the end of a rally, the referee indicates, through the manual sinalização (Rule 29.1):
- a) The team saccade.
 - b) The nature of the lack.
 - c) The faulty player.

25 FIRST REFEREE

25.1 LOCATION

The first referee exercises your functions sat down or of foot in the arbitration chair, located in an of the ends of the net. Your vision should be approximately 50 cm above the superior board of the net.

25.2 AUTHORITY

- 25.2.1 The first referee drives the departure of the beginning to the end. He/she has authority on the whole arbitration team and players. During the game, your decisions are definitive. It is authorized to revoke the decisions of the other members of the arbitration team (in case he/she notices a mistake) being able to, besides, to substitute a member of this team that is not accomplishing your functions properly.
- 25.2.2 It is him who controls the work of the boleiros.
- 25.2.3 It is invested of the power of deciding on any subject regarding the game, besides the those that are not foreseen in these Rules.
- 25.2.4 The first referee should not allow discussions about a taken decision. However, when requested by a player, it should justify your decision explaining about the application or interpretation of the Rule in the which has based your decision. In case a player expresses your disagreement immediately with the given explanation and wants to formalize an official protest at the end of the game, the referee is forced to authorize him/it (Rule 6.1.7a).

For official national competitions, the protest should be analyzed and solved immediately by the Committee of Protest, kindred of not altering the program of the tournament in hypothesis some.

- 25.2.5 It is responsibility of the first referee to determine, before and during the departure, if the game area presents necessary conditions to play.

25.3 RESPONSIBILITIES

25.3.1 Before the game, the first referee owes:

- a) To inspect the conditions of the game block, its plans and other equipment's.
- b) To accomplish him/it raffles with the captains of the teams.
- c) To control the heating of the teams.

25.3.2 During the game, only the first referee is authorized the:

- a) To sanction improper conducts and retardation's.
- b) To decide on:
 - Lacks of the saccade.
 - Lacks in the ball touch.
 - Lacks above the net and in the superior part of the same.

26 *SECOND REFEREE*

26.1 LOCATION

The second referee exercises your foot functions, beside the post, out of the block, in the Contrary side and in front of the first referee.

26.2 AUTHORITY

26.2.1 The second referee is assisting of the first referee, but it also possesses your own area of performance (Rule 26.3). If the first referee be disabled of continuing exercising your functions, the second referee can substitute him/it.

26.2.2 Without whistling, it can also signal lacks that are not of your competence, but it cannot insist close to on them the first referee.

26.2.3 He/she/you controls the work of the sharpener.

26.2.4 It authorizes and it controls the duration of the requests of time and it changes of block and it rejects improper solicitations.

26.2.5 He/she/you controls the number of times requested by the teams and it informs the first referee and the respective team, the fourth request of time.

26.2.6 In the case of a player's bruise he authorizes the time of recovery (Rule 21.1.2).

26.2.7 He/she/you controls, during the game, if the ball still maintains the conditions

You regulate.

26.3 RESPONSIBILITIES

26.3.1 during the game, the second referee decides, he whistles and it signals the following lacks:

- a) I contact of the player with the inferior part of the net or with the located antenna on your side of the net (Rule 15.3.1).

- b) Due interference to the invasion underneath of the net, of the block and space of the opponent's game (Rule 15.2).
- c) The ball that surpasses the vertical plan of the net on the outside of the crossing space and it is not recovered in agreement with the rule (14.1.2) or he/she plays the antenna on your side of the block.
- d) I contact out of the ball with an object of the block (Rule 11.4).

27 SHARPENER

27.1 LOCATION

The sharpener carries out your functions sat down in front of the table, located on the first referee's opposite side.

27.2 RESPONSIBILITIES

The sharpener fills out the sùmula in agreement with the Rules, cooperating with the second referee.

27.2.1 Before the beginning of the game and of the set, the sharpener registers the data of the departure and of the teams, according to the procedures in validity and he/she obtains the captains' signatures in the sùmula.

27.2.2 During the game, the sharpener:

- a) It registers the marked points and it assures that the scoreboard indicates the count of points correctly.
- b) It registers the draft order as soon as each player it accomplishes your first draft in the set.
- c) It shows a plate numbered 1 or 2 corresponding to the saccade (1 for 5 the court (4 modality X4)) and it indicates a mistake immediately to the referees after the accomplishment of the draft.
- d) It registers and it controls the number of requests of time, and it informs the second referee.
- e) It notifies the referees the unfounded solicitations of time for rest. (Rule 19.4).
- f) It informs the referees the set ends and block changes.

27.2.3 The sharpener, in the end of the departure:

- a) He/she/you registers the final result.
- b) After signing the sùmula, obtain the team captains' signatures and of the referees.
- c) In the case of protest (Rule 6.1.7.a) it registers or it allows to the player to register in the sùmula the occurrence of the protest.

28 JUDGES OF LINE

28.1 LOCATION

28.1.1 It is obligatory the two line judges' participation in official international competitions. They are positioned of foot, in the opposite extremities of a diagonal of the block, the a distance from 1m to 2 m of the vertex of the same.

Each one of them controls the bottom line and the close lateral line.

28.1.2 In the case of the four line judges' use, they should be positioned of foot in the free zone, about 1m to 3m of distance of each vertex of the block, in the imaginary extension of the line under your control.

28.2 RESPONSIBILITIES

28.2.1 The line judges execute your functions signaling with flags of 30cm-x 30 cm.

- a) They signal ball “inside” and “I/you had been”, whenever this falls next à(s) lines(s) under your control.
- b) They signal ball touch “I/you had been” of the receiving team.
- c) They signal when the ball surpasses the net out of the crossing space and it is not recovered properly, he/she plays the antennas, etc. (Rule 14.1.1)
The closer line judge of the path of the ball is the responsible for the sinalização.
- d) The sinalização of the infractions of contacts with the bottom line made by the saccade it is of the line judge's responsibility that controls the respective bottom line (Rule 16.5.1).
The a solicitation of the first referee, the line judge should repeat the made sinalização.

29 OFFICIAL SIGNS

29.1 MANUAL SIGNS OF THE REFEREES

The referees and line judges should indicate through an official manual sign the team saccade the nature of the marked lack or the purpose of the authorized interruption, in the following way:

29.1.1 The referee signals the next team to take out.

29.1.2 The referee indicates the nature of the lack, if necessary, and if suitable for one of the hands, this should correspond beside the team that made the mistake or it made the solicitation.

29.1.3 The referee indicates, if necessary, the player that made the lack or the team applicant.

The second referee, after whistling a lack of your responsibility, it should indicate the nature of the same for the first referee, if necessary, the faulty player and finally the next team to take out.

29.2 OFFICIAL SIGNS OF THE JUDGES OF LINE.

The line judges should indicate through the official sign with the flag, the nature of the marked lack, maintaining the sinalização for one moment.

Categories	Number of Times	Sanctions	Cards	Consequence
1.Conduita Anti-sporting	First	Warning	Yellow	Without penalty to prevent
	Monday and subsequent	Penalty	Red	Loss of the rally

2. Conduta rude	First and subsequent	Penalty	Red	Loss of the rally
(It forms 'A') 3. Conduta Offensive	First	Disqualification	Both separated	Team declared incomplete for the game, it loses the game
(It forms 'B') 3. Conduta Offensive	First	Expulsion	Both together ones	Team declared incomplete for set, it loses the set
4. Aggression	First	Disqualification	Both separated	Equip incomplete for the game, it loses the game

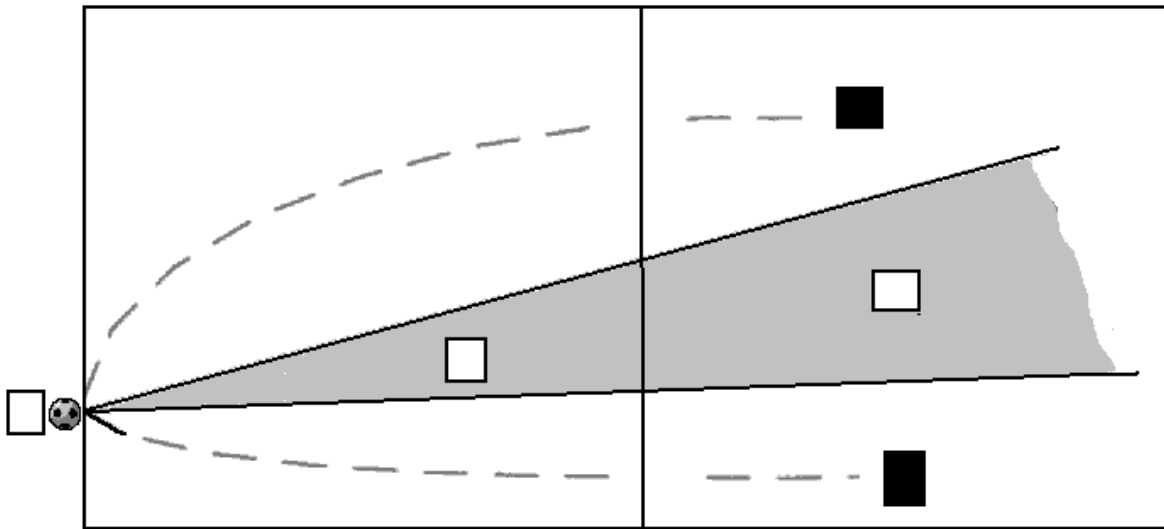
REGULATION OF ARBITRATION FOR THE PRACTICE OF FOOTVOLLEY 4 X 4

1. A team should be constituted of, at the most, 5 players (4 players in the block and a player substitute), and a technician. One of the players is the team's captain that should be indicated in the smula.
2. The game block, conditions and equipment's are the same of Footvolley (Rule 1,2,3, & 5).
The player substitute should sit down or to heat up close to the area of your team and the trainer should sit down in the chairs of the team.
3. Certain positions don't exist in the block, but the draft order should be maintained during the game.
4. He/she/you exists a substitution just allowed during each set. In bruised player's case, the player that already participated of that set it can come back substituting the player injured. In the occurrence of this exceptional substitution, the bruised player doesn't play in that game again.
5. Just a release for draft is allowed. Any other draft attempt is not allowed.
6. The players of the team saccade should not impede, with barrier, the opponent of seeing the player in the draft or the path of the ball. At the request of the opponent they should move sidelong.
7. Simultaneous contacts among opponents for top of the net, resulting a ball prey is not considered lack.
9. There is not forward line. The players can attack or to block of any part of the game area.
10. There is not central line. The players can enter in the opponent's space; it squares e/our free zone, since they don't interfere with the opponent's game.
11. The first contact (reception of the draft, soft attack, defense, etc.) it is the same of Footvolley (Rule 13.4).
12. It is prohibited to play in any part of the net or of the antenna, except the accidental contact of the hair.
14. Each team is entitled at 2 times of 60 seconds, during the set.
15. The teams should change of block in agreement with the rule 22 of Footvolley. Exception: there is not interval during the change of blocks in all "THE FORMS." The teams should change of block without arrears.

16. The system of points in the Way “THE” of Footvolley (Rules 7) it is recommended. The Form “B” it can be used the time of duration of the competition to allow. The new Form “C” it consists of best of three sets, all the sets using point system for rally, due with point it limits certain for the TV or needs organization of the competition.

SECTION III - ENCLOSURES

Anexo 1 *Barreira*

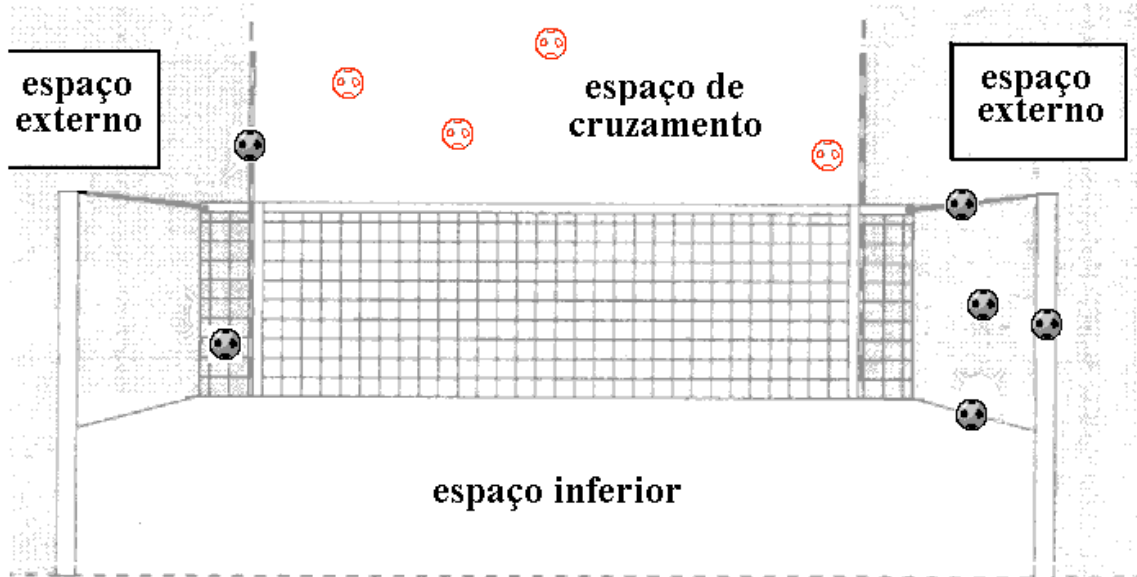


■ *Normal*

□ *Barreira*

Anexo 2

Bola Cruzando o Plano Vertical da Rede

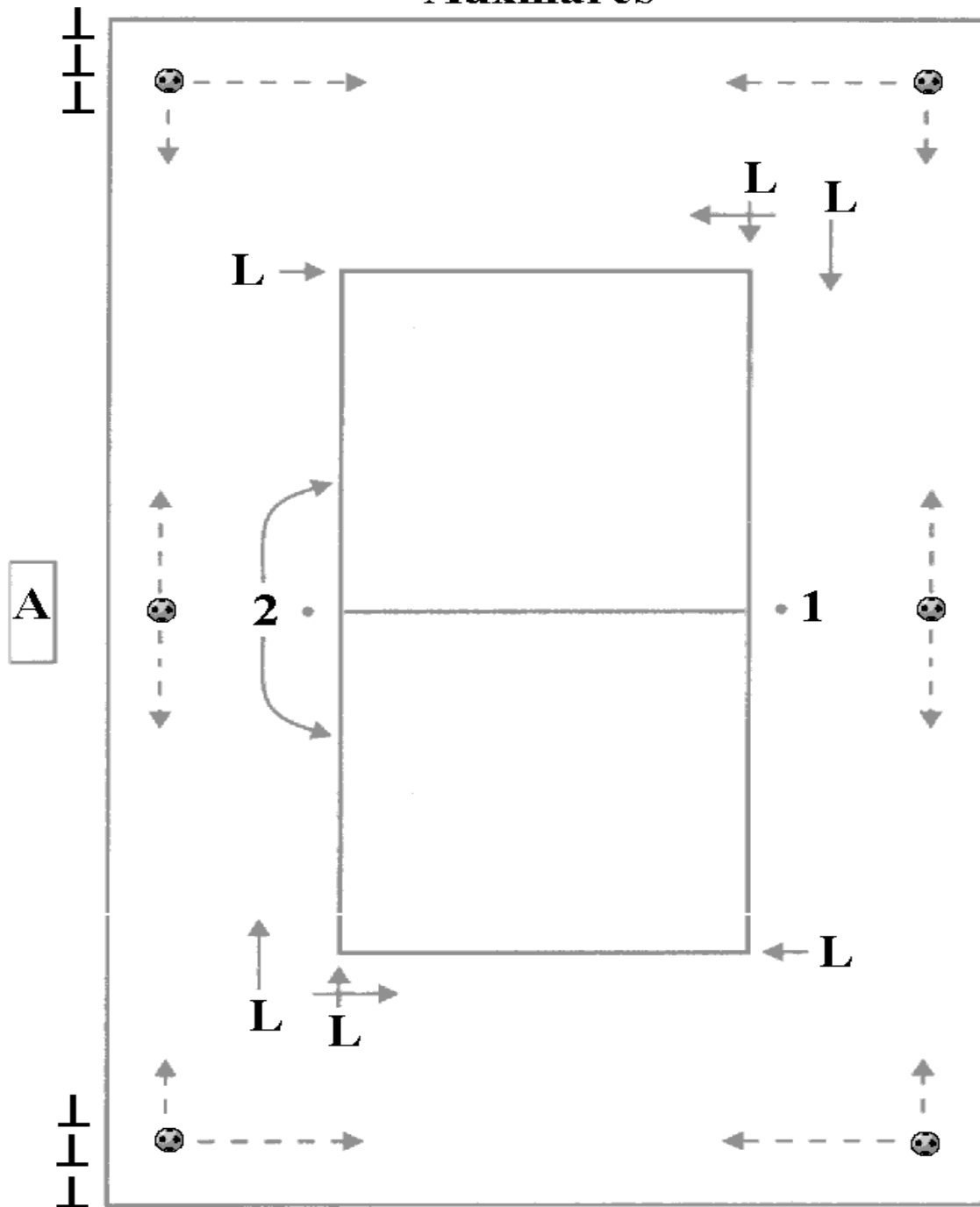




🏐 falta

🏐 passagem correta

Anexo 3

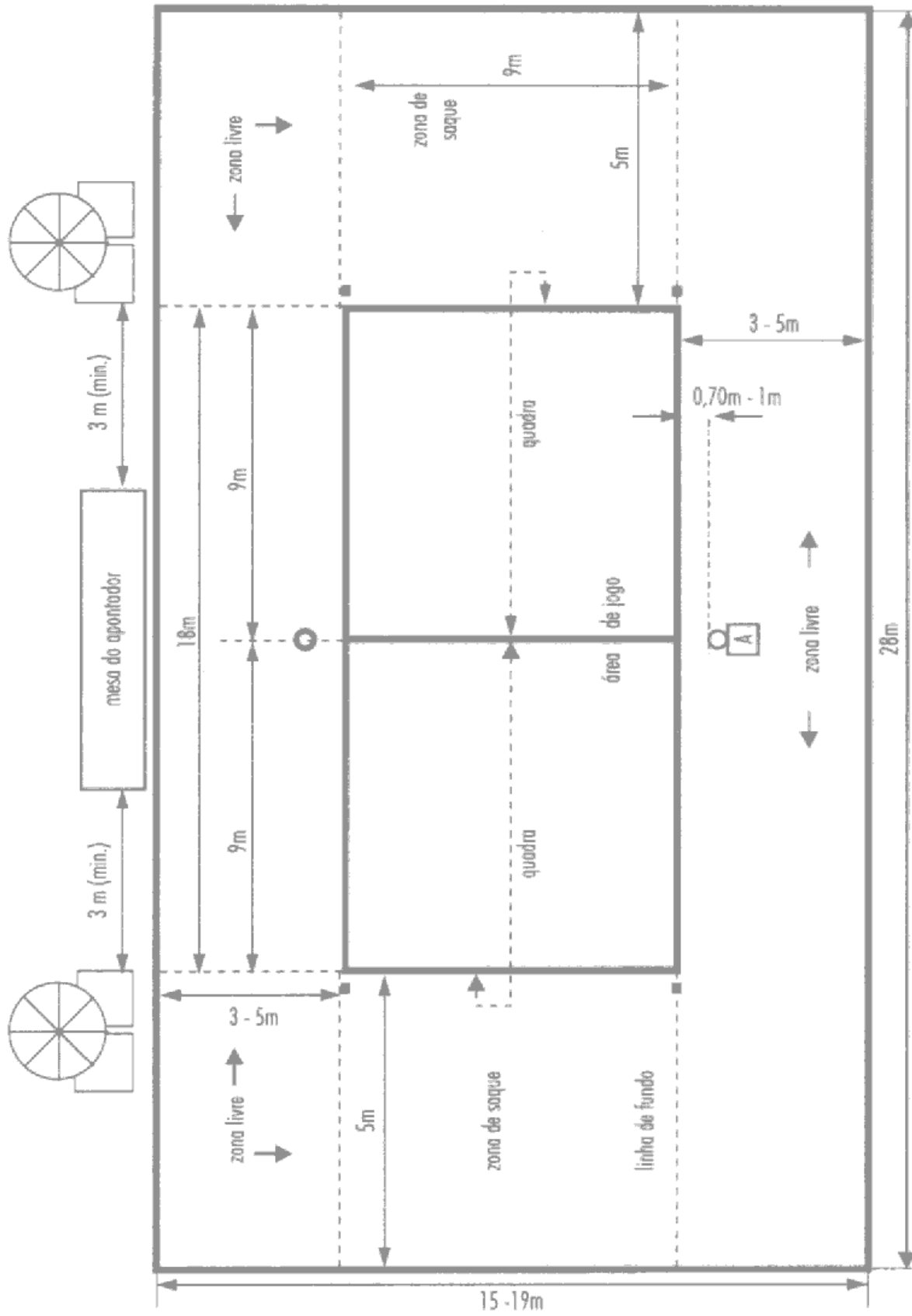
Posicionamento da Equipe de Arbitragem e Auxiliares



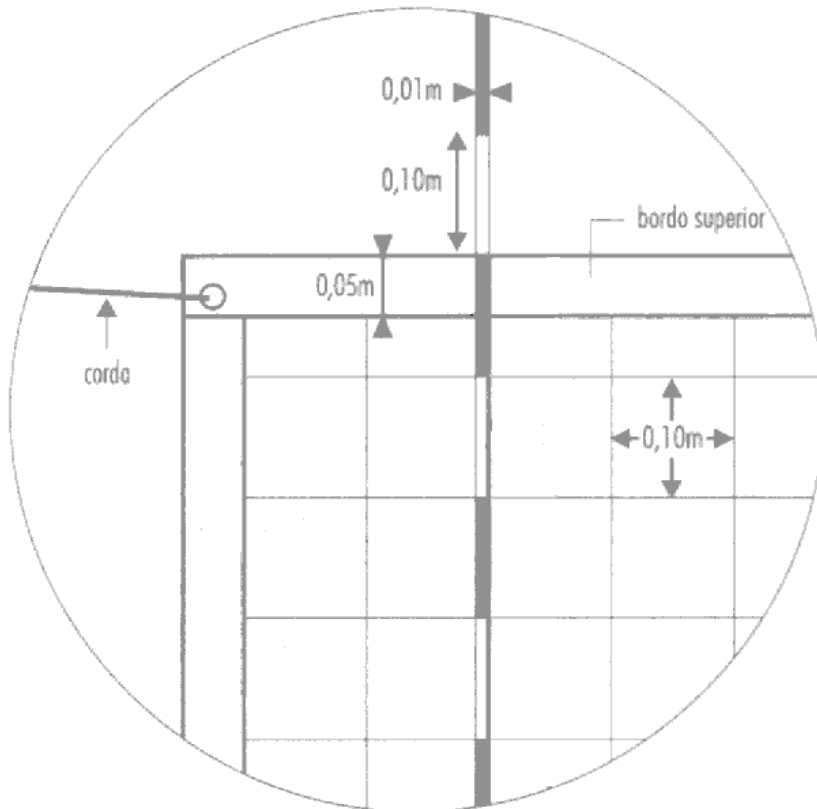
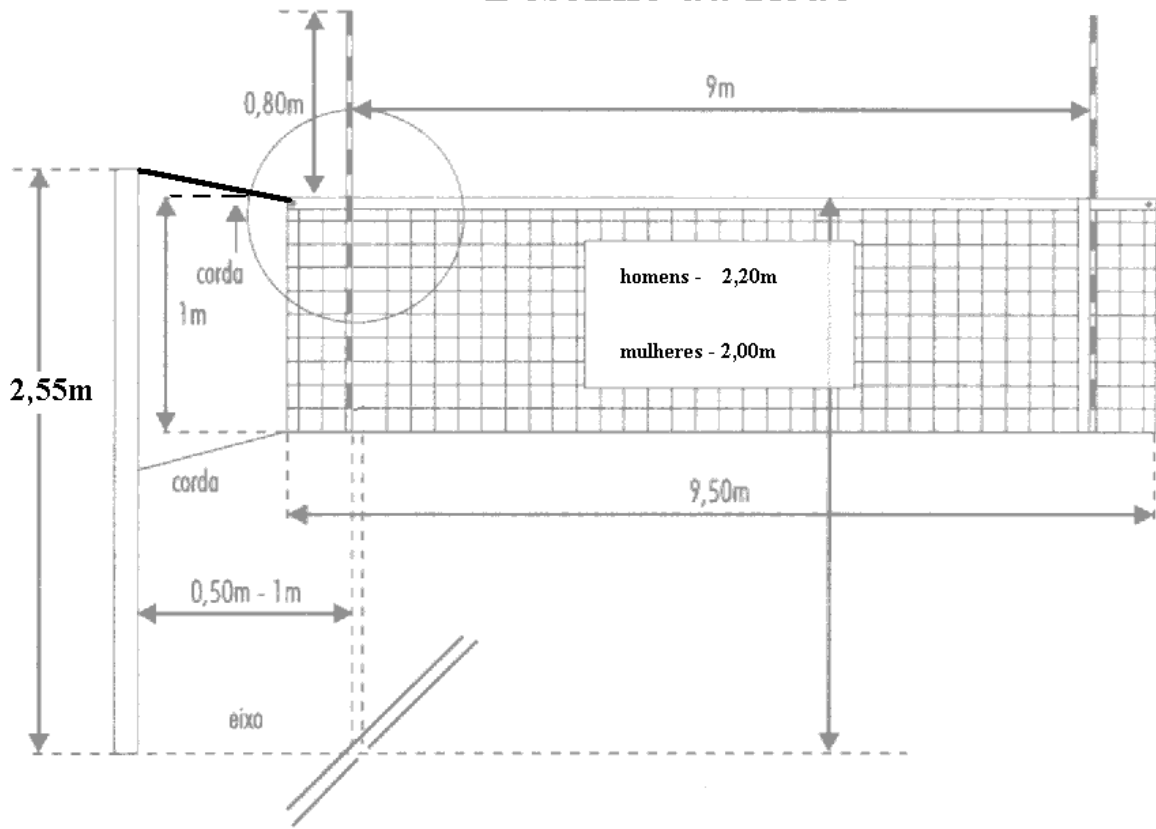
- 1** primeiro árbitro
- 2** segundo árbitro
- A** apontador
- L** juiz de linha
-  booleiro
-  nivelador de areia

Anexo 4

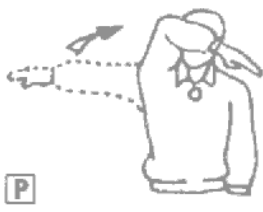
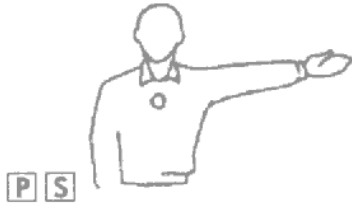
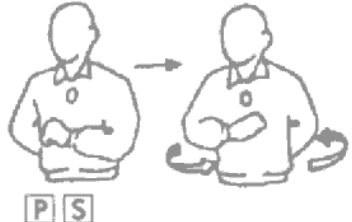


Área de Jogo



Anexo 5 Desenho da Rede








Sinalização Manual Oficial da Arbitragem - 1 a 5

Situções a serem indicadas	Primeiro árbitro P Segundo árbitro S	Sinais manuais a serem executados
<p>1 Autorização para o saque</p> <p>R. 16.4</p>		<p>Mover a mão para indicar a direção do saque.</p>
<p>2 Equipe a sacar</p> <p>R. 7.3 R. 24.2.3c</p>		<p>Estender o braço para o lado da equipe que vai sacar.</p>
<p>3 Troca de quadra</p> <p>R. 22.1</p>		<p>Colocar os braços na frente e nas costas e virá-los ao redor do corpo.</p>
<p>4 Tempo de descanso</p> <p>R. 19.3</p>		<p>Colocar a palma da mão sobre os dedos da outra, na posição vertical, formando um "T".</p>
<p>5 Advertência de retardamento R. 20.2.1 Penalidade por retardamento R. 22.2.2</p>		<p>Apontar o pulso com o cartão amarelo (advertência) ou com o cartão vermelho (penalidade).</p>






Anexo 6

Sinalização Manual Oficial da Arbitragem - 6 a 10

Situações a serem indicadas	Primeiro árbitro P Segundo árbitro S	Sinais manuais a serem executados
6 Advertência por conduta anti-esportiva R.23.2.1 ou penalidade R. 23.2.2		Mostrar cartão amarelo para advertência e vermelho para penalidade.
7 Expulsão R. 23.2.3		Mostrar os dois cartões juntos para a expulsão.
8 Desqualificação R. 23.2.4		Mostrar os dois cartões separadamente para a desqualificação.
9 Fim do set (ou do jogo) R. 7.1 R. 7.2		Cruzar os antebraços no peito, com as mãos abertas.
10 Bola presa no saque R. 16.5.4		Manter o braço estendido, a palma da mão voltada para cima.






Anexo 6

Sinalização Manual Oficial da Arbitragem - 11 a 15

Situações a serem indicadas	Primeiro árbitro P Segundo árbitro S	Sinais manuais a serem executados
<p>11 Demora no saque</p> <p>R. 15.5.3</p>	<p>P</p> 	<p>Levantar os cinco dedos abertos.</p>
<p>12 Barreira</p> <p>R. 16.6</p>	<p>P S</p> 	<p>Levantar os dois braços verticalmente com as mãos espalmadas.</p>
<p>13 Bola tocada</p>	<p>P</p> 	<p>Friccionar a palma da mão com os dedos da outra, na posição vertical.</p>
<p>14 Bola "dentro"</p> <p>R. 11.3</p>	<p>P S</p> 	<p>Extender os braços e apontar o solo com os dedos.</p>
<p>15 Bola "fora"</p> <p>R. 11.4</p>	<p>P S</p> 	<p>Levantar os antebraços verticalmente, com as palmas das mãos viradas para o corpo.</p>




Anexo 6

Sinalização Manual Oficial da Arbitragem - 16 a 20

Situações a serem indicadas	Primeiro árbitro P Segundo árbitro S	Sinais manuais a serem executados
<p>16 Bola conduzida</p> <p>R. 13.5.d</p>	<p>P</p> 	<p>Levantar lentamente o antebraço com a palma da mão virada para cima.</p>
<p>17 Toque duplo</p> <p>R. 13.5.4</p>	<p>P S</p> 	<p>Levantar dois dedos abertos.</p>
<p>18 Quatro toques</p> <p>R. 13.5.1</p>	<p>P S</p> 	<p>Levantar quatro dedos abertos.</p>
<p>19 Rede tocada pela bola no saque ou por um jogador</p> <p>R. 15.4.3 R. 16.8.b</p>	<p>P S</p> 	<p>Tocar o bordo superior ou o lado da rede, de acordo com a falta.</p>
<p>20 Invasão por cima da rede</p> <p>R. 15.4.1</p>	<p>P</p> 	<p>Colocar a mão acima da rede como palma da mão voltada para baixo.</p>

Anexo 6

Sinalização Manual Oficial da Arbitragem - 21 a 23

Situações a serem indicadas	Primeiro árbitro P Segundo árbitro S	Sinais manuais a serem executados
21 Falta de ataque do jogador de defesa R. 17.2.3 R. 17.2.5 ou ao saque do adversário R. 17.2.4	 P S	Efetuar um movimento do alto para baixo com o antebraço, com a mão aberta.
22 Penetração na quadra do adversário R. 15.2 R. 14.1.3	 P S	Apontar para a linha central.
23 Falta dupla e repetição R. 12.2.3	 P	Levantar os dois polegares na posição vertical.

Anexo 6

Sinais Oficiais dos Fiscais de Linha com a Bandeira - 1 a 5

Situações a serem indicadas	Juiz de linha JL	Sinais a serem executados
<p>1 Bola "dentro"</p> <p>R. 11.3</p>	 <p>JL</p>	<p>Apontar para baixo com a bandeira.</p>
<p>2 Bola "fora"</p> <p>R. 11.4</p>	 <p>JL</p>	<p>Levantar a bandeira verticalmente.</p>
<p>3 Bola tocada</p> <p>R. 27.2.1.b</p>	 <p>JL</p>	<p>Levantar a bandeira e tocar, com a palma da mão, a ponta da bandeira.</p>
<p>4 Bola passando por fora do espaço de cruzamento ou falta do sacador por pisar na linha R. 11.4 R. 16.5.1</p>	 <p>JL</p>	<p>Agitar a bandeira por cima da cabeça e apontar a antena ou a linha de fundo.</p>
<p>5 Julgamento impossível</p>	 <p>JL</p>	<p>Levantar os dois antebraços e mãos e cruzar no peito.</p>

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