
Official **BEACH VOLLEYBALL** **Rules**

Règles Officielles **du** **VOLLEYBALL DE PLAGE**

Reglas Oficiales **del** **VOLEIBOL DE PLAYA**



FÉDÉRATION INTERNATIONALE DE VOLLEYBALL

www.fivb.org

Official Rules

Règles Officielles

Reglas Oficiales

Diagrams
Diagrammes/Diagramas



NOTE: text in *bold italic* indicates rules applying to the FIVB World Competitions.

NOTE: le texte en *gras italique* indique une règle s'appliquant aux Compétitions Mondiales de la FIVB.

NOTA: el texto en letras *negrita-cursiva*, indican una regla que se aplica en las Competiciones Mundiales de la FIVB.

Official BEACH VOLLEYBALL Rules



FÉDÉRATION INTERNATIONALE DE VOLLEYBALL

The Arabic translation of the Official Beach Volleyball Rules is accessible on the FIVB Web Site at

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In any case, the English version prevails.

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GAME CHARACTERISTICS

Beach Volleyball is a sport played by two teams of two players each on a sand 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 (including the block touch).

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

In Beach Volleyball, the team winning a rally scores a point (Rally Point System). When the receiving team wins a rally, it gains a point and the right to serve. The serving player must be alternated every time this occurs.



FACILITIES AND EQUIPMENT

1 PLAYING AREA (Diagram 1)

The playing area includes the playing court and the free zone.

1.1 DIMENSIONS

- 1.1.1 The playing court is a rectangle measuring 16 x 8 m, surrounded by a free zone with a minimum of 3 m wide and with a space free from any obstruction up to a height of a minimum of 7 m from the playing surface.
- 1.1.2 *For FIVB World Competitions, the playing court is a rectangle measuring 16 x 8 m, surrounded by a free zone with a minimum of 5 m and a maximum of 6 m from the end lines/side lines and with a space free from any obstruction up to a minimum height of 12.5 m from the playing surface.*

1.2 PLAYING SURFACE

- 1.2.1 The terrain must be composed of leveled sand, as flat and uniform as possible, free of rocks, shells and anything else, which can represent risks of cuts or injuries to the players.
- 1.2.2 *For FIVB World Competitions the sand must be at least 40 cm deep and composed of fine loosely compacted grains.*
- 1.2.3 The playing surface must not present any danger of injury to the players.
- 1.2.4 *For FIVB World Competitions the sand should also be sifted to an acceptable size not too coarse, free of stones and dangerous particles. It should not be too fine to cause dust and stick to the skin.*
- 1.2.5 *For FIVB World Competitions a tarp to cover the central court is recommended in case of rain.*

1.3 LINES ON THE COURT

- 1.3.1 Two sidelines and two end lines mark the playing court. Both side and end lines are placed inside the dimensions of the playing court.
- 1.3.2 There is NO centerline.
- 1.3.3 All lines are 5-8 cm wide.
- 1.3.4 The lines must be of a color, which contrasts sharply with the color of the sand.
- 1.3.5 Court lines should be ribbons made of a resistant material, and any exposed anchors should be of a soft, flexible material.

1.4 SERVICE ZONE

The service zone is the area behind the end line and between the extensions of the two sidelines. In depth, the service zone extends to the end of the free zone.

1.5 WEATHER

The weather must not present any danger of injury to the players.

1.6 LIGHTING

For official international competitions played during the night, the lighting on the playing area should be 1,000 to 1,500 lux measured at 1 m above the playing surface.

For FIVB World Competitions, the technical supervisor, the referee delegate, and the tournament director shall decide if any of the above conditions present any danger of injury to the players.



2 NET AND POSTS (Diagram 2)

2.1 NET

The net is 8.5 m long and 1 m (+/- 3 cm) wide when it is hung taut, placed vertically over the axis of the center of the court.

It is made of 10 cm square mesh. At its top and bottom there are two 7-10 cm wide horizontal bands made of two-fold canvas, preferably in dark blue or bright colors, sewn along its full length. Each extremity of the upper band has a hole through which passes a cord fastening the upper band to the posts to keep the top of the net stretched.

Within the bands, there are: a flexible cable in the upper one and a cord in the bottom one for fastening the net to the posts and keeping its top and bottom taut. It is permissible to have advertising on the horizontal bands of the net.

For FIVB World Competitions an 8.0 m net with smaller meshes and brandings displayed between the end sides of the net and the poles may be used provided that the visibility of the athletes and officials will be preserved. Publicity may be printed on the above items as per FIVB regulations.

2.2 SIDE BANDS

Two color bands, 5-8 cm wide (same width as the court lines) and 1 m long, are fastened vertically to the net and placed above each sideline. They are considered part of the net. Advertising is permitted on the side bands.

2.3 ANTENNAE

An antenna is a flexible rod, 1.8 m long and 10 mm in diameter. It is made of fiberglass or similar material. Two antennae are fastened to the outer edge of each side band and placed on opposite sides of the net (Diagram 2).

The top 80 cm of each antenna extend above the net and are marked with 10 cm stripes of contrasting colors, preferably red and white.

The antennae are considered part of the net and laterally delimit the crossing space (Diagram 3, Rule 14.1.1).

2.4 HEIGHT OF THE NET

The height of the net shall be 2.43 m for men and 2.24 m for women.

Commentary: The height of the net may be varied for specific age groups as follows:

Age Groups	Females	Males
16 years and under	2.24 m	2.24 m
14 years and under	2.12 m	2.12 m
12 years and under	2.00 m	2.00 m

It is measured from the center of the playing court with a measuring rod. The two ends of the net (over the side lines) must both be the same height and may not exceed the official height by more than 2 cm.

2.5 POSTS

The posts supporting the net must be rounded and smooth, with a height of 2.55 m, preferably adjustable. They must be fixed to the ground at an equal distance of 0.7-1 m from each sideline to the post padding. Fixing the posts to the ground by means of wires is forbidden. All dangerous or obstructing devices must be eliminated. Posts must be padded.

2.6 ADDITIONAL EQUIPMENT

All additional equipment is determined by FIVB regulations.

3 BALL

3.1 CHARACTERISTICS

The ball shall be spherical, made of a flexible material (leather, synthetic leather, or similar) which does not absorb humidity, i.e. more suitable to outdoor conditions since matches can be played when it is raining. The ball has a bladder inside made of rubber or a similar material. Approval of synthetic leather material is determined by FIVB regulations.

Color:	bright colors (such as orange, yellow, pink, white, etc.)
Circumference:	66 to 68 cm for FIVB international competitions
Weight:	260 to 280 g
Inside pressure:	171 to 221 mbar or hPa (0.175 to 0.225 Kg/cm ²)

3.2 UNIFORMITY OF BALLS

All balls used in a match must have the same characteristics regarding color, circumference, weight, pressure, type, etc.

Official international competitions must be played with FIVB homologated balls.

3.3 THREE-BALLS SYSTEM

For FIVB World Competitions three balls shall be used. In this case, six ball retrievers are stationed at each corner of the free zone and behind each referee (Diagram 6).





PARTICIPANTS

4 TEAMS

4.1 COMPOSITION AND REGISTRATION

- 4.1.1 A team is composed exclusively of two players.
 4.1.2 Only the two players recorded on the scoresheet may participate in the match.
 4.1.3 *For FIVB World Competitions, coaching is not allowed during a match.*

4.2 CAPTAIN

The team captain shall be indicated on the scoresheet.

5 PLAYERS' EQUIPMENT

5.1 EQUIPMENT

- 5.1.1 A player's equipment consists of shorts or a bathing suit. A jersey or "tank-top" is optional except when specified in Tournament Regulations. Players may wear a hat.
 5.1.2 *For FIVB World Competitions players of a given team must wear uniforms of the same color and style according to tournament regulations.*
 5.1.3 Player's uniforms must be clean.
 5.1.4 Players must play barefoot except when authorized by the referees.
 5.1.5 Player's jerseys (or shorts if players are allowed to play without shirt) must be numbered 1 and 2. The number must be placed on the chest (or on the front of the shorts).
 5.1.6 The numbers must be of a contrasting color to the jerseys and a minimum of 10 cm in height. The stripe forming the numbers shall be a minimum of 1.5 cm wide.

5.2 AUTHORIZED CHANGES

- 5.2.1 If both teams arrive at a match dressed in jerseys of the same color, a coin toss shall be conducted to determine which team shall change.
 5.2.2 The first referee may authorize one or more players:
 a) to play with socks and/or shoes,
 b) to change wet jerseys between sets provided that the new ones also follow tournament and FIVB regulations (Rules 5.1.5 and 5.1.6 above).
 5.2.3 If requested by a player, the first referee may authorize him to play with undershirts and training pants.

5.3 FORBIDDEN OBJECTS AND UNIFORMS

- 5.3.1 It is forbidden to wear any object that may cause an injury to a player, such as pins, bracelets, casts, etc.
 5.3.2 Players may wear glasses at their own risk.
 5.3.3 It is forbidden to wear uniforms without official numbers (Rules 5.1.5 and 5.1.6 above).



6 RIGHTS AND RESPONSIBILITIES OF THE PARTICIPANTS

6.1 BOTH PLAYERS

- 6.1.1 Participants must know the Official Beach Volleyball Rules and abide by them.
- 6.1.2 Participants must accept referees' decisions with respectful conduct, without disputing them. In case of doubt, clarification may be requested.
- 6.1.3 Participants must behave respectfully and courteously in the spirit of FAIR PLAY, not only towards the referees, but also towards other officials, their teammate, the opponents, and spectators.
- 6.1.4 Participants must refrain from actions or attitudes aimed at influencing the decisions of the referees or covering up faults committed by their team.
- 6.1.5 Participants must refrain from actions aimed at delaying the game.
- 6.1.6 Communication between team members during the match is permitted.
- 6.1.7 During the match, both players are authorized to speak to the referees while the ball is out of play (Rule 6.1.2) in the 3 following cases:
- a) To ask for an explanation on the application or interpretation of the Rules. If the explanation does not satisfy the players, either one must immediately indicate to the first referee their wish to institute a Protest Protocol.
 - b) To ask authorization:
 - to change uniforms or equipment,
 - to verify the number of the serving player,
 - to check the net, the ball, the surface etc.,
 - to realign a court line.
 - c) To request time-outs (Rule 19.3).
Note: the players must have authorization from the referee to leave the playing area.
- 6.1.8 At the end of the match:
- a) Both players thank the referees and the opponents.
 - b) If either player previously requested a Protest Protocol to the first referee, he/she has the right to confirm it as a protest, having it recorded on the scoresheet (Rule 6.1.7 a) above).

6.2 CAPTAIN

- 6.2.1 Prior to the match, the team captain:
- a) Signs the scoresheet.
 - b) Represents his/her team in the coin toss.
- 6.2.2 At the end of the match, the team captain verifies the results by signing the scoresheet.

6.3 LOCATION OF PARTICIPANTS (Diagram 1)

The player's chairs must be 5 m from the sideline, and no closer than 3 m from the scorer's table.



POINT, SET AND MATCH WINNER

7 SCORING SYSTEM

7.1 TO WIN A MATCH

- 7.1.1 The match is won by the team that wins two sets.
- 7.1.2 In the case of a 1-1 tie, the deciding set (the 3rd) is played to 15 points with a minimum lead of 2 points.

7.2 TO WIN A SET

- 7.2.1 A set (except the deciding 3rd set) is won by the team that first scores 21 points with a minimum lead of two points. In the case of a 20-20 tie, play is continued until a two-point lead is reached (22-20, 23-21 etc).
- 7.2.2 The deciding set is played according to Rule 7.1.2 above.

7.3 TO WIN A RALLY

Whenever a team fails in its service or fails to return the ball, or commits any other fault, the opposing team wins the rally, with one of the following consequences:

- 7.3.1 If the opposing team served, it scores a point and continues to serve.
- 7.3.2 If the opposing team received the service, it gains the right to serve and also scores a point.

7.4 DEFAULT AND INCOMPLETE TEAM

- 7.4.1 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 0-21, 0-21 for the sets.
- 7.4.2 A team that does not appear on the playing court on time is declared in default with the same result as in Rule 7.4.1 above.
- 7.4.3 A team declared incomplete for the set or for the match loses the set or the match (Rule 9.1). The opposing team is given the points, or the points and the sets needed to win the set or the match. The incomplete team keeps its points and sets.



PREPARATION OF THE MATCH, STRUCTURE OF PLAY

8 PREPARATION OF THE MATCH

8.1 COIN TOSS

Before the warm-up, the first referee carries out a coin toss in the presence of the two team captains. The winner of the coin toss chooses:

- a) Either the right to serve or receive the service or
- b) The side of the court

The loser takes the remaining choice.

In the second set the loser of the coin toss in the first set will have the choice of a) or b).

A new coin toss will be conducted for the deciding set.

8.2 WARM-UP SESSION

Prior to the match, if the teams have previously had another playing court at their disposal, they will have a 3-minute warm-up period at the net; if not, they may have 5 minutes.

9 TEAM LINE-UP

9.1 PLAYERS

Both players of each team (Rule 4.1.1) must always be in play.

9.2 SUBSTITUTIONS

There are NO substitutions or replacement of players.

10 PLAYERS' POSITIONS

10.1 POSITIONS

10.1.1 At the moment the ball is hit by the server, each team must be within its own court (except the server).

10.1.2 The players are free to position themselves. There are NO determined positions on the court.

10.1.3 There are NO positional faults.

10.2 SERVICE ORDER

Service order must be maintained throughout the set (as determined by the team captain immediately following the coin toss).

10.3 SERVICE ORDER FAULT

10.3.1 A service order fault is committed when the service is not made according to the service order.

10.3.2 The scorer must correctly indicate the service order and correct any incorrect player.

10.3.3 A service order fault is punished by loss of rally (Rule 12.2.1).



PLAYING ACTIONS

11 STATES OF PLAY

11.1 BALL IN PLAY

The rally begins with the referee's whistle. However, the ball is in play from the service hit.

11.2 BALL OUT OF PLAY

The rally ends with the referee's whistle. However, if the whistle is due to a fault made in play, the ball is out of play from the moment the fault was committed (Rule 12.2.2).

11.3 BALL "IN"

The ball is "in" when it touches the ground of the playing court including the boundary lines (Rule 1.3).

11.4 BALL "OUT"

The ball is "out" when it:

- a) falls on the ground completely outside the boundary lines (without touching them);
- b) touches an object outside the court, the ceiling or a person out of play;
- c) touches the antennae, ropes, posts or the net itself outside the side bands and antennae;
- d) crosses completely the vertical plane of the net, totally or even partly outside the crossing space during service (Rule 14.1.3, Diagram 3) or the third hit of the team.

12 PLAYING FAULTS

12.1 DEFINITION

12.1.1 Any playing action contrary to the Rules is a playing fault.

12.1.2 The referees judge the faults and determine the penalties according to these Rules.

12.2 CONSEQUENCES OF A FAULT

12.2.1 There is always a penalty for a fault: the opponents of the team committing the fault wins the rally according to Rule 7.3.

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

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

13 PLAYING THE BALL

13.1 TEAM HITS

13.1.1 Each team is entitled to a maximum of three hits for returning the ball over the net.

13.1.2 These team hits include not only intentional hits by the player, but also unintentional contacts with the ball.

13.1.3 A player may not hit the ball two times consecutively (exceptions, see Rules: 13.4.3 a), b) and 18.2).

13.2 SIMULTANEOUS CONTACTS

13.2.1 Two players may touch the ball at the same moment.

13.2.2 When two teammates touch the ball simultaneously, it is counted as two hits (except at blocking, Rule 18.4.2).

If two teammates reach for the ball but only one player touches it, one hit is counted.

If players collide, no fault is committed.

- 13.2.3 If there are simultaneous contacts by the two opponents 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.

If simultaneous contacts by the two opponents over the net lead to a “held ball”, it is NOT considered a fault.

13.3 ASSISTED HIT

Within the playing area, a player is not permitted to take support from a teammate or any structure/object in order to reach the ball. However, the player who is about to commit a fault (touch the net or interfere with an opponent, etc.) may be stopped or held back by a teammate.

13.4 CHARACTERISTICS OF THE HIT

- 13.4.1 The ball may touch any part of the body.

- 13.4.2 The ball must be hit, not caught or thrown. It can rebound in any direction.

Exceptions:

- a) In defensive action of a hard driven ball. In this case, the ball can be held momentarily overhand with the fingers.
- b) If simultaneous contacts by the two opponents leads to a “held ball”.

- 13.4.3 The ball may touch various parts of the body, only if the contacts take place simultaneously.

Exceptions:

- a) At blocking, consecutive contacts (Rule 18.4.2) by one or more blockers are authorized, provided that they occur during one action.
- b) At the first hit of the team, unless it is played overhand using fingers (exception Rule 13.4.2 a), the ball may contact various parts of the body consecutively, provided that the contacts occur during one action.

13.5 FAULTS AT PLAYING THE BALL

- 13.5.1 **FOUR HITS:** a team hits the ball four times before returning it (Rule 13.1.1).

- 13.5.2 **ASSISTED HIT:** a player takes support from a teammate or any structure/object in order to reach the ball within the playing area (Rule 13.3).

- 13.5.3 **HELD BALL:** a player does not hit the ball (Rule 13.4.2) unless when in defensive action of a hard driven ball (Rule 13.4.2 a) or when simultaneous contacts by the two opponents over the net lead to a momentary “held ball” (Rule 13.4.2 b).

- 13.5.4 **DOUBLE CONTACT:** a player hits the ball twice in succession or the ball touches various parts of his/her body successively (Rule 13.1.3, 13.4.3).

14 BALL AT NET

14.1 BALL CROSSING THE NET

- 14.1.1 The ball sent to the opponent’s court must go over the net within the crossing space (Diagram 3). The crossing space is the part of the vertical plane of the net limited as follows:

- a) below, by the top of the net,
- b) at the sides, by the antennae and their imaginary extension,
- c) above, by a ceiling or structure (if any).

14.1.2 The ball that has crossed the vertical plane of the net to the opponent's free zone (Rule 15) totally or partly outside of the crossing space, may be played back within the team hits provided that:

- The ball when played back crosses the vertical plane of the net again outside, or partly outside, the crossing space on the same side of the court.

The opposing team may not prevent such action.

14.1.3 The ball is "out" when it crosses completely the lower space under the net (Diagram 3).

14.1.4 A player, however, may enter the opponents' court in order to play the ball before it crosses completely the lower space or passes outside the crossing space (Rule 15.2).

14.2 BALL TOUCHING THE NET

While crossing the net (Rule 14.1.1 above), the ball may touch the net.

14.3 BALL IN THE NET

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

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

15 PLAYER AT THE NET

Each team must play within its own court and playing space. The ball may, however, be retrieved from beyond the free zone.

15.1 REACHING BEYOND THE NET

15.1.1 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 (Rule 18.3).

15.1.2 A player is permitted to pass his/her hand beyond the net after his/her attack-hit, provided that his/her contact has been made within his/her own playing space.

15.2 PENETRATION INTO THE OPPONENT'S SPACE, COURT AND/OR FREE ZONE

A player may enter into the opponent's space, court and/or free zone, provided that this does not interfere with the opponent's play.

15.3 CONTACT WITH THE NET

15.3.1 It is forbidden to touch any part of the net or the antennae (exception: Rule 15.3.4).

15.3.2 Once the player has hit the ball, he/she may touch the posts, ropes or any other object outside the total length of the net provided that this action does not interfere with play.

15.3.3 When the ball is driven into the net, which causes it to touch an opponent, no fault is committed.

15.3.4 Incidental contact of hair is not a fault.

15.4 PLAYER'S FAULTS AT THE NET

15.4.1 A player touches the ball or an opponent in the opponent's space before or during the opponent's attack-hit (Rule 15.1.1).

15.4.2 A player penetrates into the opponent's space, court and/or free zone interfering with the latter's play (Rule 15.2).

15.4.3 A player touches the net (Rule 15.3.1).

16 SERVICE

16.1 DEFINITION

The service is the act of putting the ball into play by the correct serving player who, positioned in the service zone, hits the ball with one hand or arm.

16.2 FIRST SERVICE IN A SET

The first service of a set is executed by the team determined by the coin toss (Rule 8.1).

16.3 SERVICE ORDER

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

- a) when the serving team wins the rally, the player who served before, serves again.
- b) when the receiving team wins the rally, it gains the right to serve and the player who did not serve last time will serve.

16.4 AUTHORIZATION OF THE SERVICE

The first referee authorizes the service after having checked that the correct server is in possession of the ball behind the end line and that the teams are ready to play (Diagram 8, fig. 1).

16.5 EXECUTION OF THE SERVICE

16.5.1 The server may move freely within the service zone. At the moment of the service hit or take-off for a jump service, the server must not touch the court (the end line included) nor the ground outside the zone. His/her foot may not go under the line. After his/her hit, the server may step or land outside the zone, or inside the court.

16.5.2 If the line moves because of the sand pushed by the server, it is not considered a fault.

16.5.3 The server must hit the ball within 5 seconds after the first referee whistles for service.

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

16.5.5 The ball shall be hit with one hand or any part of the arm after being tossed or released and before it touches the playing surface.

16.5.6 If the ball, after having been tossed or released by the server, lands without being touched or caught by the server, it is considered as a service.

16.5.7 No further service attempt will be permitted.

16.6 SCREENING

The teammate of the server must not prevent either opponent, through screening, from seeing the server or the path of the ball. On the opponent's request, they must move sideways (Diagram 4).

16.7 SERVING FAULTS

The following faults lead to a change of service. The server:

- a) violates the service order (Rule 16.3),
- b) does not execute the service properly (Rule 16.5).

16.8 SERVING FAULTS AFTER HITTING THE BALL

After the ball has been correctly hit, the service becomes a fault if the ball:





- a) touches a player of the serving team or fails to cross the vertical plane of the net,
- b) goes “out” (Rule 11.4).

17 ATTACK HIT

17.1 DEFINITION

- 17.1.1 All actions to direct the ball towards the opponent, except when serving and blocking, are considered attack-hits.
- 17.1.2 An attack-hit is completed the moment the ball completely crosses the vertical plane of the net or is touched by the blocker.
- 17.1.3 Any player may carry out an attack-hit at any height, provided that his/her contact with the ball has been made within the player’s own playing space (except Rule 17.2.4 below).

17.2 ATTACK-HIT FAULTS

- 17.2.1 A player hits the ball within the playing space of the opposing team (Rule 15.1.2).
- 17.2.2 A player hits the ball “out” (Rule 11.4).
- 17.2.3 A player completes an attack-hit using an “open-handed tip or dink” directing the ball with the fingers.
- 17.2.4 A player completes an attack-hit on the opponent’s service, when the ball is entirely above the top of the net.
- 17.2.5 A player completes an attack-hit using an overhand pass, which has a trajectory not perpendicular to the line of the shoulders, except when setting his or her teammate.

18 BLOCK

18.1 DEFINITION

Blocking is the action of players close to the net to intercept the ball coming from the opponent by reaching higher than the top of the net (Diagram 5).

18.2 HITS BY THE BLOCKER

The first hit after the block may be executed by any player, including the one who has touched the ball at the block.

18.3 BLOCK WITHIN THE OPPONENT’S SPACE

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

18.4 BLOCKING CONTACT

- 18.4.1 A blocking contact is counted as a team hit. The blocking team will have only two more hits after a blocking contact.
- 18.4.2 Consecutive (quick and continuous) contacts may occur by one or more blockers provided that the contacts are made during one action. These are counted as only one team hit (Rule 18.4.1 above).
- 18.4.3 These contacts may occur with any part of the body.

18.5 BLOCKING FAULTS

- 18.5.1 The blocker touches the ball in the opponent’s space either before or simultaneously with the opponent’s attack-hit (Rule 18.3, above).
- 18.5.2 A player blocks the ball in the opponent’s space from outside the antenna.
- 18.5.3 A player blocks the opponent’s service.
- 18.5.4 The ball is sent “out” off the block.

TIME-OUT AND DELAY

19 TIME-OUTS

19.1 DEFINITION

A Time-out is a regular game interruption and it lasts for 30 seconds.

For FIVB World competitions, in sets 1 and 2, one additional 30 second Technical Time-out is automatically allocated when the sum of the points scored by the teams equals 21 points.

19.2 NUMBER OF TIME-OUTS

Each team is entitled to a maximum of one time-out per set.

19.3 REQUESTS FOR TIME-OUT

Time-outs may be requested by the players only when the ball is out of play and before the whistle for service, by showing the corresponding hand signal (Diagram 8, fig. 4). Time-outs may follow one another with no need to resume the game.

The players must have authorization from referees to leave the playing area.

19.4 IMPROPER REQUESTS

Among others, it is improper to request a time-out:

- a) during a rally or at the moment of, or after the whistle to serve (Rule 19.3 above),
- b) after having exhausted the authorized time-out (Rule 19.2 above). Any improper request that does not affect or delay the game shall be rejected without any sanction unless repeated in the same set (Rule 20.1 b).

20 DELAYS TO THE GAME

20.1 TYPES OF DELAY

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

- a) prolonging time-outs, after having been instructed to resume the game,
- b) repeating an improper request in the same set (Rule 19.4),
- c) delaying the game (*12 seconds shall be the maximum time from the end of a rally to the whistle for service under normal playing conditions*).

20.2 SANCTIONS FOR DELAYS

20.2.1 The first delay by a team in a set is sanctioned with a DELAY WARNING.

20.2.2 The second and subsequent delays of any type by the same team in the same set constitute a fault and are sanctioned with a DELAY PENALTY: loss of a rally.





21 EXCEPTIONAL GAME INTERRUPTIONS

21.1 INJURY

21.1.1 Should a serious accident occur while the ball is in play, the referee must stop the game immediately.

The rally is then replayed.

21.1.2 An injured player is given a maximum of 5-minutes recovery time one time a match. The referee must authorize the properly accredited medical staff to enter the playing court to attend the player. Only the referee may authorize that a player may leave the playing area without penalty. At the conclusion of the 5-minute recovery, the referee will whistle and request the player to continue. At this time, only the player can judge whether he/she is fit to play.

If the player does not recover or return to the playing area at the conclusion of the recovery time, his/her team is declared incomplete (Rules 7.4.3, 9.1).

In extreme cases, the doctor of the competition and the technical supervisor can oppose the return of an injured player.

Note: the recovery time will begin when the properly accredited medical staff member(s) of the competition arrives at the playing court to attend to the player. In the event that no accredited medical staff is available, the time will begin from the moment the recovery time was authorized by the referee.

21.2 EXTERNAL INTERFERENCE

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

21.3 PROLONGED INTERRUPTION

If unforeseen circumstances interrupt the match, the first referee, the organizer and the Control Committee, if there is one, shall decide the measures to be taken to re-establish normal conditions.

21.3.1 Should one or several interruptions occur not exceeding 4 hours in total, the match is resumed with the score acquired, regardless of whether it continues on the same court or another court.

The sets already played will keep their scores.

21.3.2 Should one or several interruptions occur, exceeding 4 hours in total, the whole match shall be replayed.

22 COURT SWITCHES AND INTERVALS

22.1 COURT SWITCHES

22.1.1 The teams switch after every 7 points (Set 1 and 2) and 5 points (Set 3) played.

22.2 INTERVALS

22.2.1 The interval between each set lasts 1 minute.

During the interval before a deciding set, the first referee carries out a coin toss in accordance with Rule 8.1.

22.2.2 During court switches (Rule 22.1 above) the teams must change immediately without delay.

22.2.3 If the court switch is not made at the proper time, it will take place as soon as the error is noticed.

The score at the time that the court switch is made remains the same.

MISCONDUCT

23 MISCONDUCT

Incorrect conduct by a team member towards officials, opponents, their teammate or spectators is classified in four categories according to the degree of the offense.

23.1 CATEGORIES

- 23.1.1 **Unsportsmanlike conduct:** argumentation, intimidation, etc.
- 23.1.2 **Rude conduct:** acting contrary to good manners or moral principles, expressing contempt.
- 23.1.3 **Offensive conduct:** defamatory or insulting words or gestures.
- 23.1.4 **Aggression:** physical attack or intended aggression.

23.2 SANCTIONS

Depending on the degree of the incorrect conduct, according to the judgment of the first referee, the sanctions to be applied are (they must be recorded on the scoresheet):

- 23.2.1 **MISCONDUCT WARNING:** for unsportsmanlike conduct, no sanction is given but the team member concerned is warned against repetition in the same set.
- 23.2.2 **MISCONDUCT PENALTY:** for rude conduct or repeated unsportsmanlike conduct, the team is sanctioned with the loss of a rally.
- 23.2.3 **EXPULSION:** repeated rude conduct or offensive conduct, is sanctioned by expulsion. The team member who is sanctioned with expulsion must leave the playing area and their team is declared incomplete for the set (Rules 7.4.3, 9.1).
- 23.2.4 **DISQUALIFICATION:** for aggression, the player must leave the playing area and his/her team is declared incomplete for the match (Rule 7.4.3, 9.1).

23.3 SANCTION SCALE

MISCONDUCT is sanctioned as shown in the sanction scale (Diagram 7).

A player may receive more than one MISCONDUCT PENALTY in a set.

Sanctions are cumulative in nature only within an individual set.

DISQUALIFICATION due to aggression does not require a prior sanction.

23.4 MISCONDUCT BEFORE AND BETWEEN SETS

Any misconduct occurring before or between sets is sanctioned according to (Diagram 7) and the sanction is applied in the following set.





REFEREEING CORPS AND PROCEDURES

24 REFEREEING CORPS AND PROCEDURES

24.1 COMPOSITION

The refereeing corps for a match is composed of the following officials:

- the first referee
- the second referee
- the scorer
- four (two) linejudges

Their location is shown in Diagram 6.

24.2 PROCEDURES

24.2.1 Only the first and second referees may blow a whistle during the match:

- a) the first referee gives the signal for the service that begins the rally,
- b) provided that they are sure that a fault has been committed and they have identified its nature, the first and second referees signal the end of the rally.

24.2.2 They may blow the whistle during an interruption of play to indicate that they authorize or reject a team request.

24.2.3 Immediately after the referee blows the whistle to signal the end of the rally, they have to indicate with the official hand signals (Rule 29.1):

- a) the team to serve,
- b) the nature of the fault (when necessary),
- c) the player at fault (when necessary).

25 FIRST REFEREE

25.1 LOCATION

The first referee carries out his/her functions seated or standing on a referee's stand located at one end of the net. His/her view must be approximately 50 cm above the net (Diagram 6).

25.2 AUTHORITY

25.2.1 The first referee directs the match from the start until the end. The first referee has authority over all officials and team members.

During the match, the first referee's decisions are final. He/she is authorized to overrule the decisions of other officials, if he/she judges that the latter are mistaken.

The first referee may replace officials who are not performing their functions properly.

25.2.2 The first referee also supervises the work of the ball retrievers.

25.2.3 The first referee has the power to decide on any matters involving the game, including those not provided for in the Rules.

25.2.4 The first referee shall not permit any discussion about his/her decisions. However, at the request of a player, the first referee will give an explanation on the application or interpretation of the rules upon which he/she has based his/her decision.

If the player disagrees with the explanation and formally protests, the 1st referee must authorize the commencement of a Protest Protocol.

25.2.5 The first referee is responsible for determining before and during the match whether the playing area and the conditions meet playing requirements.

25.3 RESPONSIBILITIES

25.3.1 Prior to the match, the first referee:

- a) inspects the conditions of the playing area, the ball and other equipment,
- b) performs the coin toss with the team captains,
- c) controls the teams' warming-up.

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

- a) to sanction misconduct and delays,
- b) to decide upon:
 - the faults of the server,
 - the screen of the serving team,
 - the faults in playing the ball,
 - the faults above the net and at its upper part.

26 SECOND REFEREE

26.1 LOCATION

The second referee performs his/her functions standing at the post outside the playing court on the opposite side of and facing the first referee (Diagram 6).

26.2 AUTHORITY

- 26.2.1 The second referee is the assistant of the first referee, but has also his/her own range of jurisdiction (Rule 26.3 below). Should the first referee be unable to continue officiating, the second referee may replace him/her.
- 26.2.2 The second referee may, without whistling, also signal faults outside his/her jurisdiction, but must not persist in such signals to the first referee.
- 26.2.3 The second referee supervises the work of the scorer.
- 26.2.4 The second referee authorizes the time-outs and court switches, controls the duration of such and rejects improper requests.
- 26.2.5 The second referee checks the number of time-outs used by each team and reports to the first referee and the players concerned after completion of their time-out in each applicable set.
- 26.2.6 In the case of an injury of a player, the second referee authorizes recovery time (Rule 21.1.2).
- 26.2.7 The second referee checks during the match that the balls still meet the requirements of the regulations.

26.3 RESPONSIBILITIES

26.3.1 During the match, the second referee decides, whistles and signals:

- a) the contact of the player with the lower part of the net and the antenna on the second referee's side of the court (Rule 15.3.1),
- b) interference due to penetration into the opponent's court and space under the net (Rule 15.2),
- c) the ball that crosses the net outside the crossing space or touches the antenna on their side of the court (Rule 11.4),
- d) the contact of the ball with an outside object (Rule 11.4).



27 SCORER

27.1 LOCATION

The scorer performs his/her functions seated at the scorer's table on the opposite side of and facing the first referee (Diagram 6).

27.2 RESPONSIBILITIES

The scorer fills in the scoresheet according to the Rules, in cooperation with the second referee.

27.2.1 Prior to the match and set, the scorer registers the data of the match and teams, according to procedures in force and obtains the signatures of the captains.

27.2.2 During the match, the scorer:

- a) records the points scored and ensures that the scoreboard indicates the right score,
- b) monitors the serving order as each player performs his/her service in the set,
- c) indicates the serving order of each team by displaying a sign numbered 1 or 2 corresponding to the player to serve. The scorer indicates any error to the referees immediately,
- d) records the time-outs checking the number of such, and informs the second referee,
- e) notifies the referees of a request for time-out that is improper (Rule 19.4),
- f) announces to the referees the end of the sets and the court switches.

27.2.3 At the end of the match, the scorer:

- a) records the final result,
- b) signs the scoresheet, obtains the signatures of the team captains and then the referees,
- c) in the case of a protest (Rule 6.1.7.a), writes or permits the person concerned to write remarks on the scoresheet pertaining to the incident being protested.

28 LINEJUDGES

28.1 LOCATION

28.1.1 It is compulsory to have two linejudges in official international matches. They stand at diagonally opposite corners of the court, at 1 to 2 m from the corner.

Each controls both the end line and sideline on their side (Diagram 6).

28.1.2 If four linejudges are used, they stand in the free zone at 1 to 3 m from each corner of the court, on the imaginary extension of the line that they control (Diagram 6).

28.2 RESPONSIBILITIES

28.2.1 The linejudges perform their functions by using flags (30 x 30 cm), as shown in Diagram 9:

- a) they signal the ball "in" and "out" whenever the ball lands near their line(s),
- b) they signal the touches of "out" balls by the team receiving the ball,
- c) they signal when the ball crosses the net outside the crossing space, touching the antenna, etc. (Rule 14.1.1).

It is primarily the linejudge closest to the path of the ball who is responsible for the signal.

- d) the linejudges in charge of the end lines signal the foot faults of the server (Rule 16.5.1).
On the first referee's request, a linejudge must repeat his/her signal.

29 OFFICIALS' SIGNALS

29.1 REFEREES' HAND SIGNALS (Diagram 8)

The referees must indicate by official hand signals the purpose of the interruption of the game, in the following manner.

- 29.1.1 The referee indicates the team having the next service.
- 29.1.2 When necessary, the referee then indicates the nature of the fault called or the purpose of the interruption authorized. The signal is maintained for a moment, and if it is indicated with one hand, the hand used corresponds to the side of the team, which has made a fault or a request.
- 29.1.3 When necessary, the referee finally indicates the player who committed the fault or the team that made the request.

29.2 LINEJUDGES FLAG SIGNALS (Diagram 9)

The linejudges must indicate by an official flag signal the nature of the fault called, and maintain the signal for a moment.



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