

Brasolero

Official Brasolero Rules 2009/2010

Other translation of the Official Brasolero Rules is accessible on the FIBr Web Site at www.fibr.org and www.brasolero.com. In any case, the English version prevails. The FIBr would like to thank all those who have collaborated in the revision of these rules.

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Game characteristics

Brasolero is a sport played by two players or two teams of two players each on a sand court divided by 2 vertical netting and a corridor. There are different versions available for specific circumstances in order to offer the versatility of the game to everyone.

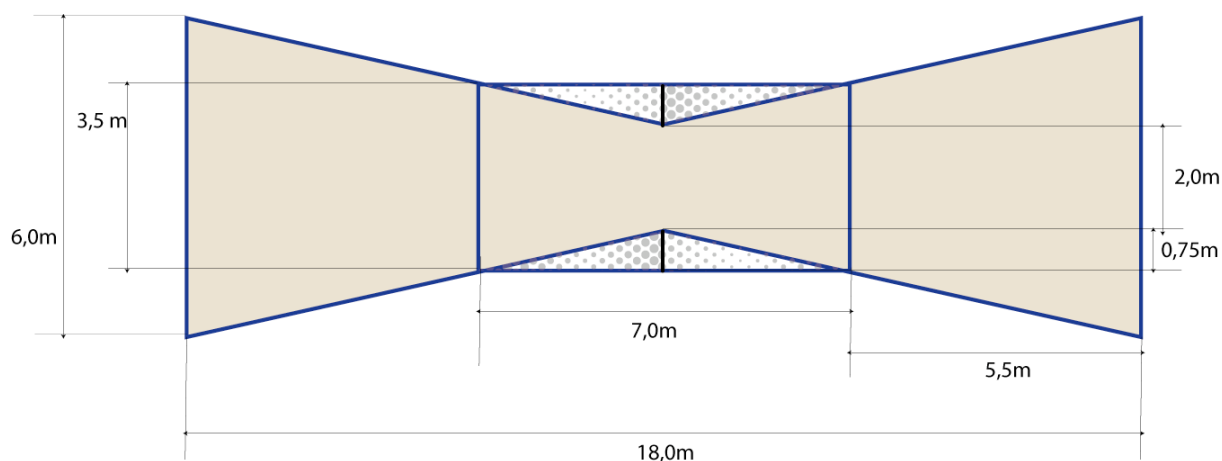
The object of the game is to send the ball over, outside or between the netting in order to ground it on the opponent's court, and to prevent the same effort by the opponent. The player or team has one hit for returning the ball (direct return).

The ball is put in play with a service: hit by the server over the net, a minimum height of 2,5 meters, 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 Brasolero, the player or team winning a rally scores a point (Rally Point System). When the receiving player or team wins a rally, it gains a point and the right to serve.

Chapter I: Facilities and equipment

1. Playing area

The playing area includes the playing court and the free zone



1.1 Dimensions

1.1.1 The playing court is a trapezoid rectangle measuring 6 x 18m, surrounded by a free zone with a minimum of 2m wide and with a space free from any obstruction up to a height of a minimum of 7m from the playing surface.

1.1.2 *For FIBr World Competitions, the playing court is a trapezoid rectangle measuring 6 x 18 m, surrounded by a free zone with a minimum of 4 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 FIBr 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 FIBr 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 FIBr World Competitions a tarp to cover the central court is recommended in case of rain.*

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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. Both courts are divided by a corridor of 3,5 x 7m.
- 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

2.1. Net

The vertical net is 2.5 m high and 0.75 m (+/- 1 cm) wide when it is set taut, placed vertically over the axis of the center of the court on both sides of the corridor.

It is made of 2 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. It is permissible to have advertising on the horizontal bands of the net.

For FIBr World Competitions a 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 FIBr regulations.

2.2. Side bands

Two color bands, 5-8 cm wide (same width as the court lines) and 2.5 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. Height of the net

The height of the net shall be 2.50 m for every player. It is measured from the center of the net 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.

2.4. Posts

Fixing the posts to the ground by means of wires is forbidden. All dangerous or obstructing devices must be eliminated. Posts must be padded.

2.5. Additional equipment

All additional equipment is determined by FIBr regulations.

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3. Ball

3.1. Characteristics

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

- Color: bright colors (such as blue, purple, green, orange, yellow, pink, white, etc.)
- Circumference: 7 to 7,5 cm for FIBr international competitions
- Weight: 80 to 120 g
- Inside pressure: 171 to 221 mbar or hPa (0.175 to 0.225 Kg/cm²)

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 FIBr homologated balls.

3.3. Three-balls system

For FIBr 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.

Chapter II: Participants

4. Individual or teams

4.1. Composition and registration

- 4.1.1. One player is composed exclusively, a team is composed exclusively of two players.
- 4.1.2. Only the player or two players recorded on the scoresheet may participate in the match.
- 4.1.3. *For FIBr 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 FIBr 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, when playing in a team. 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/her 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. The player or both players

- 6.1.1. Participants must know the Official Brasolero 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, player or 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:

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- 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

The player's chairs must be 3m from the sideline, and no closer than 2m from the scorer's table.

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Chapter III: Point, set and match winner

7. Scoring system

7.1. To win a match

- 7.1.1. The match is won by the player or 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 player or 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 player or 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 player or 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 player or 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.

For FIBr World Competitions whenever the Pool Play format is implemented, Rules 7.4.1 and 7.4.2 above may be subject to modifications as stated in the Specific Competition Regulations issued by the FIBr in due time, establishing the modality to be followed for treating the forfeit cases.

- 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.

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Chapter IV: Preparation of the match, structure of play

8. Preparation of the match

8.1. Coin toss

Before the official warm up, the first referee conducts the coin toss in the presence of the team captains, where appropriate. 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

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).

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Chapter V: Playing actions

11. States of play

11.1. Ball in play

The ball is in play from the service hit.

11.2. Ball out of play

The rally ends when the ball hits the ground and 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, including the corridor (without touching them);
- b) touches an object outside the court, the ceiling or a person out of play;
- c) touches the posts or the net itself outside the side bands.

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 opponent(s) 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. Hits

Each player is entitled to play a direct return.

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 one hit. If two teammates reach for the ball but only one player touches it, one hit is counted. If players collide, no fault is committed.

13.3. 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 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 racket.

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

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13.5. Faults at playing the ball

- 13.5.1. TWO HITS: a team hits the ball two 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. 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 netting and corridor

14.1. Ball crossing the vertical netting

The ball sent to the opponent's court can be played in every successful direction. The corridor is the only restrictor in this success. The crossing space is free.

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

15. SERVICE

15.1. Definition

The service is the act of putting the ball into play by the correct serving player who, positioned in the service zone (current playing field), hits the ball with the racket below the shoulder over a minimum height for 2.5m (over the netting).

15.2. First service in a set

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

15.3. Service order

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

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

15.4. 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 player or teams are ready to play.

15.5. Execution of the service

- 15.5.1. The server must stand still while serving. At the moment of the service hit, the server must stand inside the playing field. His/her foot may not go under the line. After his/her hit, the server may step or land outside the zone.
- 15.5.2. If the line moves because of the sand pushed by the server, it is not considered a fault.
- 15.5.3. The ball shall be hit by a racket in one hand after being tossed or released and before it touches the playing surface.
- 15.5.4. 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.
- 15.5.5. No further service attempt will be permitted.

15.6. 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.

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15.7. Serving faults

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

- a) violates the service order (Rule 15.3),
- b) does not execute the service properly (Rule 15.5).

15.8. 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 corridor,
- b) goes "out" (Rule 11.4).

Chapter VI: Time-out and delay

16. Time-outs

16.1. Definition

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

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

16.2. Number of time-outs

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

16.3. 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. 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.

16.4. 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).

17. Delays of the game

17.1. 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).

17.2. Sanctions for delays

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

17.2.2. 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.

18. Exceptional game interruptions

18.1. Injury

18.1.1. Should a serious accident occur while the ball is in play, the referee must stop the game immediately. The rally is then replayed.

18.1.2. 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.

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18.2. External interference

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

18.3. 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.

18.3.1. 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.

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

19. Court switches and intervals

19.1. Court switches

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

19.2. Intervals

19.2.1. 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.

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

19.2.3. 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.

Chapter VII: Misconduct

20. Misconduct

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

20.1. Categories

- 20.1.1. Unsportsmanlike conduct: argumentation, intimidation, etc.
- 20.1.2. Rude conduct: acting contrary to good manners or moral principles, expressing contempt.
- 20.1.3. Offensive conduct: defamatory or insulting words or gestures.
- 20.1.4. Aggression: physical attack or intended aggression.

20.2. 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):

- 20.2.1. MISCONDUCT WARNING: for unsportsmanlike conduct, no sanction is given but the team member concerned is warned against repetition in the same set.
- 20.2.2. MISCONDUCT PENALTY: for rude conduct or repeated unsportsmanlike conduct, the team is sanctioned with the loss of a rally.
- 20.2.3. 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).
- 20.2.4. 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).

20.3. Sanction scale

MISCONDUCT is sanctioned as shown in the sanction scale. 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.

20.4. Misconduct before and between sets

Any misconduct occurring before or between sets is sanctioned according to the sanction scale and the sanction is applied in the following set.

Chapter VIII: Refereeing corps and procedures

21. Refereeing corps and procedures

21.1. Composition

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

- the first referee;
- the scorer;
- four (two) linejudges.

21.2. Procedures

22. FIRST REFEREE

22.1. Location

The first referee carries out his/her functions seated or standing on a referee's stand located at 2m of the center of the corridor one end of the net. His/her view must be approximately 20 cm above the net.

22.2. Authority

- 22.2.1. 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.
- 22.2.2. The first referee also supervises the work of the ball retrievers.
- 22.2.3. The first referee has the power to decide on any matters involving the game, including those not provided for in the Rules.
- 22.2.4. 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.
- 22.2.5. The first referee is responsible for determining before and during the match whether the playing area and the conditions meet playing requirements.

22.3. Responsibilities

- 22.3.1. 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.
- 22.3.2. 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.
- 22.3.3. At the end of the match, he/she checks the scoresheet and signs it.

23. SCORER

23.1. Location

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

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23.2. Responsibilities

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

23.2.1. 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.

23.2.2. 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.

23.2.3. 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.

24. Linejudges

24.1. Location

24.1.1. It is compulsory to have two linejudges in official international matches. They stand at diagonally opposite corners of the court, at 1 to 2m from the corner. Each controls both the end line and sideline on their side.

24.1.2. 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.

24.2. Responsibilities

24.2.1. The linejudges perform their functions by using flags (30 x 30 cm),

- 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.

25. Officials' signals

25.1. Referees' hand signals

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

25.1.1. The referee indicates the team having the next service.

25.1.2. 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.

25.1.3. When necessary, the referee finally indicates the player who committed the fault or the team that made the request.

25.2. Linejudges flag signals

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