



HSL 2024
Indoor Tournament Rule Book

Housekeeping Rules

- At any time during the tournament, only teams playing the match and referees shall be in the playing area. All audience (teams not playing and visitors) and their belongings shall be in the designated viewing area upstairs.
- Teams shall reach their designated courts at least 3 minutes before their match to prevent any delays. We advise team members to pay attention to the scores so that they can report for their matches on time.
- We appreciate your help in keeping the play and viewing areas clean at all times.
- We appreciate your help in volunteering to referee the group stage matches. Three players in total from each team shall serve as the main referee and line referees. Refer to the group fixtures for more information.
- After each match, captains from each team shall sign the score sheet to acknowledge the results.
- No arguing or fighting on the premises at any time and any such behavior could lead to disqualification. When the ball is out of play during a match, only the team captain shall speak to the referee. Any concerns shall be reported to the management team at the registration desk.

Team Composition and Substitutions

- Each team may consist of a maximum of 9 players (6 players and 3 substitutes).
- Only players listed on the team roster during registration/check-in may enter the court and play in a match.
- A maximum of 2 substitutes can play in a set. Substitutions are man-to-man i.e. a substitute player can only replace a designated player any number of times. Playing a libero does not count as a substitution.

Time outs

- 1 timeout is allowed per set/match for each team. Each timeout shall be 1 minute long.

Toss

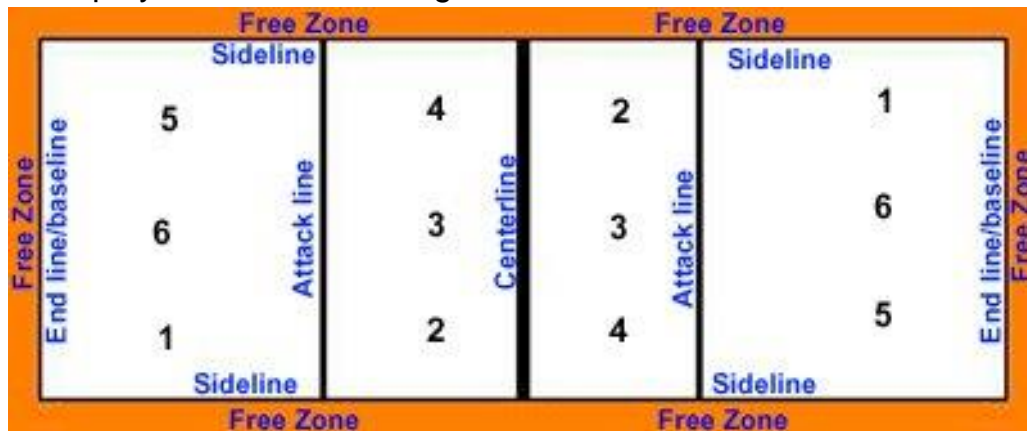
- The winner of the toss chooses either the right to serve/receive or the side of the court. The loser takes the remaining choice.



- If there is only one set in a match, the teams will rotate sides when any team reaches the halfway point of the match. If there are multiple sets in a match, teams shall rotate sides after each set.

Game Rules

- All scoring shall be a rally point system i.e. losing a serve would also result in a point to the opponent. A team scores a point:
 - by successfully landing the ball on the opponent's court
 - when the opponent team commits a fault
- There shall be a maximum of 6 players on the court.
- Each team has 3 touches to return the ball to the other side of the court. Carrying, holding, rolling, and double contacts are not allowed. Double contacts are only allowed during a first touch, provided the contacts occur during one action. Contact with any part of the body is considered a touch. Blocks are not counted in the 3 touches.
- Rotation:
 - The players shall follow and maintain the rotation before the start of each play as shown in the figure below:



- After winning the chance to serve, players in the serving team shall rotate clockwise along the positions shown in the figure. For example, upon winning the serve, the player in position 2 moves to position 1 and so on.
- Players are allowed to move and change their positions during the play but should return to their respective positions before the start of each point. Players shall change their positions only after the server hits the ball.

- Failure to maintain the positions before the start of each point is considered a fault and would result in losing a point.
- **Ball in/out**
 - The ball is considered to be in if it makes contact with the floor within the boundary lines, including the boundary lines.
 - Any ball that makes contact with the floor outside the boundary lines (without touching any player) is considered out.
 - If the ball touches the roof and falls on the same side of the court, the play shall continue if the team has any touches remaining. If the ball touches the roof and falls on the opponent's side of the court, it is considered out.
 - If the ball touches the side wall, it is considered out.
 - If the ball goes into an adjacent court, it is considered out. Players shall not enter other courts to receive the pass and interrupt their match.
 - If the ball touches the antenna, it is considered out.
- **Fault:** A team commits a fault by making a playing action contrary to the rules (or by violating them in some other way). Fault would result in the opposing team winning the point and serve.
 - If two or more faults are committed successively, only the first one is counted.
 - If two or more faults are committed by opponents simultaneously, the rally is replayed.
 - Any fault committed after the ball is out of play i.e. the ball has successfully landed in the opponent's court, shall not be considered a fault.
- **Serve:**
 - A player in Position 1 shall serve within 8 seconds of the referee's whistle. If a player takes longer to serve, it is considered a fault.
 - If any player of the team serves before the referee's whistle, the team is given a warning for the first time and the point will be replayed. If any player commits the same mistake for the second time or more, it is considered a fault.
 - If the server tosses the ball and catches it, it is considered a fault.
 - If the server touches any part of the boundary line before hitting the ball, it is considered a fault.
 - Players of the serving team shall not screen their opponents from the server or trajectory of the ball.



- Serves shall not be blocked.
- Reaching beyond the net:
 - A player cannot attack the ball on the opposite side of the net. It is permitted to pass his hand beyond the net, provided that the contact was made within his team's side of the net.
 - In blocking, a player may touch the ball beyond the net, provided that he does not interfere with the opponent's play before their attack.
- Crossing the center line: Crossing the center line and touching the opponent's court is permitted, provided that some part of the encroaching foot remains either in contact with or directly above the center line and there is no interference with the opponent's play.
- Touching the net:
 - Contact with the net by a player between the antennae, during the action of playing the ball is a fault.
 - When the ball is driven into the net, causing it to touch an opponent, no fault is committed.
- Players in the back row shall not reach above the net for blocking or attacking after crossing the attack line.

Rules in this book are adopted from International Volleyball Federation (FIVB at the 37th FIVB World Congress, 2023). In the event of any conflict in the rules, this rule book shall take precedence.

