

# Official Roundnet Rules of the Swiss Roundnet Association



## Explanations to the color codes

Additions/Changes to the old Swiss Roundnet Rules, already adapted by IRF

Additions/Changes to the old Swiss Roundnet Rules (and IRF-Rules)

Deviation from the IRF-Rules, already in the old Swiss Roundnet rules

Deletion to the old Swiss Roundnet Rules, already adapted by IRF

Deletion to the old Swiss Roundnet Rules (and IRF-Rules)

Being tested in 2024:

(There are also some deviating wordings to the official IRF-Rules, not marked. Feel free to also give feedback on this parts. )

Effective from September 12, 2024

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## **1. Equipment and Field**

## 1.1 Equipment

### **1.1.1 Tournament Equipment:**

An official tournament must use a Roundnet set and a Roundnet ball. There is no obligation to use a specific brand. The set used must meet the criteria set out in point 1.1.2.

### **1.1.2. Set Criteria and Dimensions:**

The set consists of 5 frame parts, 5 legs, and a net. The circular net on top of the set has a diameter of 91,4 cm and a height of 20,3 cm. The diameter of the set (furthest parts of the set) does not exceed 95 cm.

### **1.1.3. Net Tension:**

The tension of the net should be consistent throughout. A ball dropped from a height of approximately 150 cm should bounce 70 cm (70,3 cm) from the ground or 50 cm above the net (measured from the bottom of the ball).

1.1.3.1 It is the responsibility of the players to check the tension of the net. Both teams must give their 'ok' before the game. After that, the tension of the net should not be changed. If the tension of the net decreased during a match, it can be adjusted, if all players agree. If the teams cannot reach an agreement on net tension before a match, the tournament director will decide the net tension played on (based on the rules).

### **1.1.4. Ball:**

1.1.4.1 Characteristics of the Ball: The Ball has a thin rubber skin and is filled with air. The circumference should be between 29 – 31 cm. A ball dropped from a height of approximately 150 cm to a flat hard surface, should bounce approximately 65 cm from the ground. The ball has a weight of 65 – 85 g.

1.1.4.2. Ball Inflation: The ball should have a PSI value between 0.3-0.5 (2000 pascals and 3500 pascals) and be inflated to a circumference of 30 cm between 29 – 31 cm.

1.1

1.1.4.3 It is the responsibility of the players to check the balls. Both teams should agree on one or more 'match balls' before the game. After that, the balls should not be changed. If the ball inflation changes during a match, it can be adjusted, if all players agree. If the teams cannot agree, the tournament management will decide on which balls and inflation to play with (based on the rules)

## 1.2 Court

### **1.2.1 Court Components:**

A Roundnet Court consists of the set, the serving lines, the No Hit Zone line, and the designated playing area.

### 1.2.2 Court Dimensions:

A minimum size of 10 x 10 m is recommended for each court, but there is no maximum limit.

### 1.2.3 Serving Lines:

If possible, a A serving line circle 2.13 meters from the edge of the set or 2.60 m from the center of the set court should be is drawn or maked. The points furthest apart from the center, should be at 2,60 m, so that stepping on the line can be viewed as a fault.

The four Four starting positions for the serve can be marked.

In indoor settings or where lines cannot be drawn, tape can be placed at equal distances around the set to form a circle and mark the serving circle and positions.

### 1.2.4 No Hit Zone Lines:

If possible, The No Hit Zone should be marked by a circle with a radius of 90 cm from the center of the set court. In indoor settings or where lines cannot be drawn, tape can be placed at equal distances around the set to form a circle. Additional marking of the No Hit Zone is allowed (e.g. a mat) as long as it is safe and does not interfere with the game.

## 2. Participants

### 2.1 Team Composition:

A team consists of 2 players.

### 2.2 Player Equipment:

#### 2.2.1 Footwear:

Players are allowed to wear cleats, sneakers, or play barefoot at their own risk. Cleats with dangerous parts such as metal baseball cleats, track spikes, or worn-out or broken cleats with sharp edges are not allowed.

Players can wear glasses at their own risk.

### 2.2.2. Clothing

Players can wear any soft clothing anything that does not endanger the safety of other the players or provide an unfair advantage. Pads (e.g., knee pads) can be worn for protection or support.

Players may not use clothing or equipment to unfairly hinder or assist the movement of the ball or other players. For example, players are allowed to wear hats, but they are not allowed to throw the hat at the ball.

### 2.2.3 Rights reserved

The tournament director (TD) reserves the right to refuse equipment or clothing that does not meet these guidelines.

### 2.3 Other:

The TD and/or Swiss Roundnet reserves the right to alter a team name, team logo, jersey graphic, or game clothing if it is deemed inappropriate for the event or the organization as a whole.

## 3. Playing Format

### 3.1 Scoring a Point:

Roundnet is played according to the rally-point system; points can be won by the serving or receiving team. A team scores a point when:

3.1.1 The opposing team fails to return the ball legally onto the set

3.1.2 The opposing team commits a rule violation resulting in a point loss

3.1.3 The opposing team's server commits two consecutive serving faults.

### 3.2 Replay

A point is replayed when

3.2.1 Teams disagree on the legality of a hit

3.2.2 Teams disagree on an infraction

3.2.3 Certain types of hindrance occur (see Chapter 6 for details)

3.2.4 There is an outside interference (i.e., a player, ball, or other object from outside the game impedes on the game).

3.2.5 If a point is replayed due to disagreement on the legality of the serve, the server will replay the point with the fault count at the time of the disagreement. If a point is replayed after a legal serve, the server will start on their first serve. Score, positions and serving order remain the same in all cases.

### 3.3 Rally

A rally is defined as a sequence of play actions between the moment the serve is struck and the moment the ball is out of play.

3.3.1 If the serving team wins a rally, it scores a point and continues to serve.

3.3.2 If the receiving team wins a rally, it scores a point and must serve next.

### 3.4 Winning a Set

A set is won by the team that first reaches the designated number of points (typically 15 or 21).

#### **3.4.1 Two-point margin**

Unless otherwise specified, games must be won by a two-point margin. E.g. In the event of a 14:14 or 20:20 tie, play continues until a two-point margin is achieved (17:15 or 27:25).

#### **3.4.2 Hard Cap Rule**

At the discretion of the TD, certain games can be given a hard cap, meaning if the score is tied at a certain number, the next point wins. For example, in games with a hard cap of 25, if the score is tied at 24:24, the game is decided by the next point. Hard caps should be set before the game starts

### 3.5 Winning a Match

A Match is won when a team wins the specified number of sets (typically 2).

### 3.6 Forfeit

A team that is unable or refuses to play when called upon may be subject to a forfeit loss at the discretion of the TD.

#### **Being tested in 2024:**

##### **3.6.1 Report results and challenging the next opponents**

After a round has been played, teams are obliged to report their results (or have them reported) as soon as possible, to find out which the next opposing team will be and to challenge them to the next game.

##### **3.6.2 Teams not reporting results or challenging next opponents**

Teams that do not report results (or let dem report) directly after each match or do not actively take care of challenging their next opponent, can get a warning by the TD. Joint agreements can be made to ensure that future results are reported in acceptable time etc. In the event of non-compliance with the agreement, the TD may exclude a team from the rest of the tournament. The team's remaining matches will be forfeited and scored as DNF.

##### **3.6.3 Next opponent still in play**

If the next opposing team is still in a game, this team should be challenged immediately after the game. (If a team is not watching the next opposing team playing, it can inform the tournament management where they are going).

##### **3.6.4 Next opponent cannot be found**

If a team cannot be found in order to challenge it, this can be reported to the TD. If the missing team is not in a match and can't be found within the next 10 minutes by the TD calling it out at least twice (at the beginning and the end of the 10min) and the team looking for it (e.g. because the team has left the pitch), it is deemed to have been officially "challenged" (see 3.4.4. and 3.4.5). Whenever possible, the time should be recorded.

### **3.6.5 Challenged teams and start of game**

As soon as a team is challenged by another team, both teams have a maximum of 15 minutes until the game must be started (provided there is a playable field free).

Whenever possible, the time should be recorded.

### **3.6.6 Challenged team is late**

If a challenged team does not arrive on time/is not ready for the game, the punctual team may request a warning for the other team from the TD (or a third person).

### **3.6.7 Challenged team late and cannot be found**

If a punctual team has requested a warning for a late team, and the TD (or a third person) cannot find the late team to issue the warning, the late team will be subject to a forfeit loss after 10 min.

### **3.6.8 Challenged team late and found**

If the late team is found, the tournament management (or third person) issues the warning (with time limit) personally against the late team and remains with the late team until the game starts. If the game cannot be started after the time has elapsed due to the late team (5 minutes after the warning has been issued, but no later than 10 minutes after the punctual team has requested the warning), this team will be subject to a forfeit loss.

## 3.7 Deciding Serve/Receive

### **3.7.1 Matches with One Set**

The team that wins a coin toss, a game of "rock-paper-scissors" or another short decider game (determined by the players or by the TD) gets to choose serve/receive or starting positions.

### **3.7.2 Matches with Two Sets**

~~In the knockout phase, the team with the higher seed may choose serve/receive or starting positions in the first set or pass the choice to the lower-seeded team.~~ The Team that wins a coin toss, a game of "rock-paper-scissors" or another short decider game (determined by the players or by the TD) may choose serve/receive, starting positions or defer in game one. If they choose to defer their choice, the other team gets to choose serve/receive or starting positions in game one. The choice of serve/receive or starting positions will switch in the second set.

### **3.7.3 Matches with Three Sets**

If the match goes to a third set, a coin toss or a game of "rock-paper-scissors" or another short decider game (determined by the players or by the TD) is played, and the winning team chooses serve/receive or starting positions in the third set.

## 3.8 Positions (see also 4.5)

**3.8.1** The four players start set up in four positions around the set, 90 degrees apart. Teammates are located next to each other. All players except the player receiving must start with all points of contact behind the service line (see 3.8.4).

**3.8.2** The established positions should be used throughout the match. ~~Normally, the positions are aligned parallel and perpendicular to the orientation of the playing field.~~ If possible these positions are marked.

**3.8.3** At the beginning of a game, the serving team first chooses its positions. The player positioned on the right side starts serving. Once the serving team is positioned, the receiving team positions itself.

**3.8.4** The receiving player is the one positioned 180 degrees opposite the serving player. Once the serving player has taken their position, the receiving player can

adjust their position and move freely without distance restriction.

**3.8.5** Only the designated receiver may field the serve.

**3.8.6** The other two players may only move from their positions once the serving player has struck the ball. ~~(instead of 3.8.9 already here.)~~ If the non-receiving or non-serving player takes a step ~~(give up a point of contact to the ground or add a new one)~~ before the serving player strikes the ball, they lose the point. If both the non-receiving and non-serving players ~~took a step~~ before the ball is struck, the team that ~~moves~~ ~~took the step~~ first loses the point. If the violations occur simultaneously, the point is replayed ~~(with the fault count prior to the violations)~~.

**3.8.7** If the serving team wins the point, the serving player switches positions with their teammate and serves to the other member of the opposing team.

**3.8.8** After every 5 points, players rotate one position counterclockwise to equalize conditions.

## 3.9 Timeouts

### **3.9.1 60-Second Timeout**

Teams are granted a 60-second timeout per ~~set~~. The timeout cannot be taken during a point. This timeout cannot be called between the first and second serve. Teams must not leave the field area and should keep refreshments or equipment near the field before the game.

### **3.9.2 Injury Timeout**

An injured player is given a maximum of 5-minute recovery, once per match. This timeout may be called whenever the injury occurs (see 3.13.1 for details).

## 3.10 Time Between Points

Points should be played in succession without breaks. After the rally ends, the ball ~~(or balls)~~ should be recovered immediately. Once the ball is recovered and given to the server, ~~the server needs to announce the score, and serve. After announcing the score and a brief pause (max. two seconds; see 4.5.1), the serving player has 5 seconds to hit the ball. Delaying these actions results in a warning for delay of game. After a warning for delay of game, any further delay is considered a fault.~~ ~~all players must set their position. Any delay before "service" is announced, will result in a delay of game warning (see 4.5.1). Any subsequent violations against the same team will result in (1) automatic use of a regular timeout, if still available, or (2) a loss of point, if the team does not have a regular timeout remaining.~~

## 3.11 Time Between Sets

Players will be given 3 minutes between sets. Players should stay near their court. Failure to be ready to start after the break will result in a delay of game warning at 3 minutes. If players aren't set within the next minute, one point will be given to the opposing team. An additional point will be assessed for every minute teams are late.

## 3.12 Replacing and Adjusting Equipment

In the case of a set or ball no longer being suitable for play, the game shall pause while a replacement is found. When replaced, the game resumes at the same score,



player positions, and serving order and situation (ie 1st vs 2nd serve, # of timeouts remaining, penalties/warning still in effect, etc.) as before. If a net gets moved out of position or gets altered from its original state (ie a leg piece gets turned in, the net comes off a hook, etc.) it should be returned to its original position and state before players set for the next point. During a point players should play through natural movement of the equipment. However, if the equipment should become unplayable (net snaps, ball pops, etc.), the point should be stopped and replayed with any faults resetting.

### 3.13 Exceptional Interruptions

#### **3.13.1 Injury**

In the event of an injury, the game is **paused**. Once the player is treated (if provided), they have 5 minutes to return to play. If the player is not able to return to play before the 5 minutes is up, the team must forfeit the game. If the player returns to play and is injured again, they must return to play within a minute or be subject to forfeit. Any further injury interruptions lasting more than 15 seconds between points will cause the injured player to forfeit..

#### **3.13.2 External Interference**

In the event of external interference preventing the game from proceeding, the game is paused. When the game can resume, it continues with the same score, positions, serving order, and situation (e.g., 1st vs. 2nd serve, remaining timeouts, penalties/warnings still in effect) as before.

## **4. Serving**

### 4.1 First Serve of the Game

The team that wins a coin toss, a game of "rock-paper-scissors" **or another short decider game** (determined by the players or by the TD) gets to choose serve/receive or starting positions (see 3.7). ~~In a knockout phase game, the higher-seeded team may choose serve/receive or starting positions or pass the choice (see 3.7).~~

### 4.2 Serving Order

#### **4.2.1 Servers positioning and serving possession**

When a team's score is even, the server will be to the right of their partner. When a team's score is odd the server will be to the left of their partner. **Whenever a game starts the serving team's score is 0 so serving starts from the right (see 3.8). At the beginning of the game, the serving team may choose which player starts serving.**

The service possession switches once the receiving team scores a point. They now have 1 and thus the player on the left starts serving from the left.

~~From then on, the serve alternates between teammates with each serve change. This four-player sequence remains for the rest of the game. The starting positions ensure that all players are in the correct positions and the score is accurate. When a team's~~

score is even, the serving player stands on the right. For an odd score, the serving player stands on the left. When a game begins, the serving team's score is 0, so the serve starts from the right. The serve changes when the opposing team scores a point. They now have 1 and therefore begin serving from the left.

#### 4.2.2 Serving Position:

If the serving team wins the point, the serving player switches positions with their partner and serves to the other member of the opposing team.

#### 4.2.3 Order in a New Set:

The process described in 4.2.1, 4.2.3 and 3.8 starts new for each set, so the serving order does not need to stay the same for multiple sets.

### 4.4 Characteristics of the Serve

4.4.1 Before the serve, the server must set their position with all points of contact to the ground behind the 2.13 m serving line.

4.4.2 After setting the serving position and during the serving process - including possible fakes, the swing, follow-through, and momentum of the movement - all contact points to the ground must remain behind the 2.13 m serving line.

4.4.3 At least a designated single point of the foot must maintain the same single contact point with the ground until the ball touches the net.

4.4.4 Sliding or dragging the foot, so that all points of the foot no longer maintain their same point of contact with the ground before the ball hits the net, is a violation.

4.4.5 The serving player may step in any direction.

4.4.5.1 A step is initiated the moment a foot no longer maintains any point of contact with the ground.

4.4.5.2 This action sets the pivot foot. Once the stepping foot contacts the ground, it must establish and also maintain the same single contact point with a designated single point of the foot.

4.4.6 The ball must move at least 10 cm from the release point before being hit. Note: The intent of this rule is to ensure the receiving team can recognize the ball release and that it was legally hit. If neither aspect is in question, the toss complies with the rule's intent.

4.4.7 A serve must be hit. In the act of serving, the ball must not be caught or thrown.

4.4.7.1 A catch happens when the ball comes to rest on any part of the player.

4.4.8 Serves can be hit with any amount of force; short serves are allowed. Serves cannot be hit higher than the receiver's shoulder when in an athletic stance (see 4.5.1.2 and 4.6.8). There is no restriction on the lateral angle at which serves can be hit.

### 4.5 Execution of the Serve (see also 3.8)

~~\*\*The serving player must center their feet over the correct position (see 3.8.2).\*\*  
Before starting the serve, the serving player announces the score, stating the serving team's score first, followed by the receiving team's score, and then briefly pausing (max. two seconds) to ensure the receiver is ready and there is agreement on the score. The receiver may move from their position once the serving player has set up. The serve motion begins with the first movement after announcing the score. If the serving player does not announce the score, announces the wrong score, or announces the score during the serve motion, the receiving team may request a replay before their second ball contact. Note: The intent of this rule is to ensure the other team is ready and to resolve any score discrepancies before the rally begins. Don't be a jerk! The athletic stance of the receiver defines the serve area. The athletic stance is defined by slightly bent knees, a stance slightly wider than shoulder-width, and the chest positioned over the feet.~~

4.5.1. There are four steps to the serve:

- (1) The server announces the score ~~to the receiver~~, placing the serving team's score before the receiving team's score ~~and followed~~ the serve number ("first" or "second").
- (2) The receiver must verbally acknowledge readiness within three seconds.
- (3) The server must announce "service", "serve", "boom-tschagga-lagga" or "lesgo" within three seconds.
- (4) The server may begin their serving motion and has five seconds to toss the ball. Any delays in this process are subject to a delay of game violation (see 3.10).

4.5.1.1. An incorrect score call may be identified by any player to reset the serving process prior to the server announcing "service", "serve", "boom-tschagga-lagga" or "lesgo"

#### 4.5.1.2. Positions and Restrictions during the Serving Process

4.5.1.2.1. **Server:** After the server announces the score, the server may not step until after they finished to announce "service", "serve", "boom-tschagga-lagga" or "lesgo"

4.5.1.2.2. **Server's Teammate:** After the server finished to announce the score, the server's teammate may not step until after the serve is struck (see 3.8).

4.5.1.2.3. **Serve Receiver:** The serve receiver's athletic stance (i.e. shoulder height) is established upon acknowledging readiness.

4.5.1.2.3.1. A receiver's athletic stance establishes their shoulder height. An athletic stance is defined by the ability to quickly move laterally and has the components of bent knees (no lower than 90 degrees), feet slightly wider than shoulder distance apart, straight back and chest positioned over feet.

4.5.1.2.3.2. If a receiver does not meet the definition of an athletic stance causing a lowered shoulder height, they must be notified before the server announces "service", "serve", "boom-tschagga-lagga" or "lesgo". Upon notification, the receiver must correct their stance to an acceptable position. Failure to correct their position will result in a delay of game penalty (see 3.10).

4.5.1.2.3.3. Once the receiver has acknowledged readiness they can lower their stance if desired.

4.5.1.2.4. **Serve Receiver's Teammate:** After the serve receiver acknowledges readiness, the serve receiver's teammate may not step until after the serve is struck (see 3.8).

4.5.2. If the server commits a service fault (see 4.6), the server has a second attempt

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to execute a legal serve.

**4.5.2.1** If the server commits a service fault, any player of the receiving team has until their second ball contact, **there is a change of position** or immediately after the ball is "dead" (i.e., within approximately 3 seconds) to call "fault" or "call" or "ay-carramba!". The server is then allocated a second serve. If a second **subsequent error** **"fault"** is called, the receiving team scores a point.

**4.5.2.1.1** If a **fault serving error** occurs **by the serving team** and then an infraction by the receiving team before the ball is hit a second time **or there is a change of possession**, the **serve fault serving error** **by the serving team** takes precedence over the infraction by the receiving team.

**4.5.2.2** The receiving team may choose to continue playing despite a serving error that is not actively called by an observer. However, players may never play through 4.6.10 - 4.6.13. If no call is made by the receiving team or an observer, the rally remains active. The receiving team is not required to say anything if they choose to continue playing despite a serving error.

## 4.6 Serve Error

**4.6.1** The ball is hit before it has moved 10 cm from the release point.

**4.6.2** After setting the serving position or during the serving process - including **possible fakes**, the swing, follow-through, and momentum of the movement - the serving player touches the line or the inside surface of the serving zone with any part of the body. This includes contacting a player who is on or within the service line.

**4.6.2.1** It is also a serve error if the rally ends before the server makes contact on or within the service line.

**4.6.2.2** The serving player may establish contact within the serving circle once they have demonstrated that the momentum of the serve has come to a stop and they have regained body control.

**4.6.3** The ball is caught (see 5.3.2).

**4.6.4** The server does not maintain **the same single** contact point **to the ground** with **the a designated single point of** a foot until the ball touches the net.

**4.6.5** After a step, the serving player does not maintain **the new same single** contact point with the ground **with a designated single point of** a foot until the ball touches the net.

**4.6.6** The ball directly hits the rim or legs of the set directly.

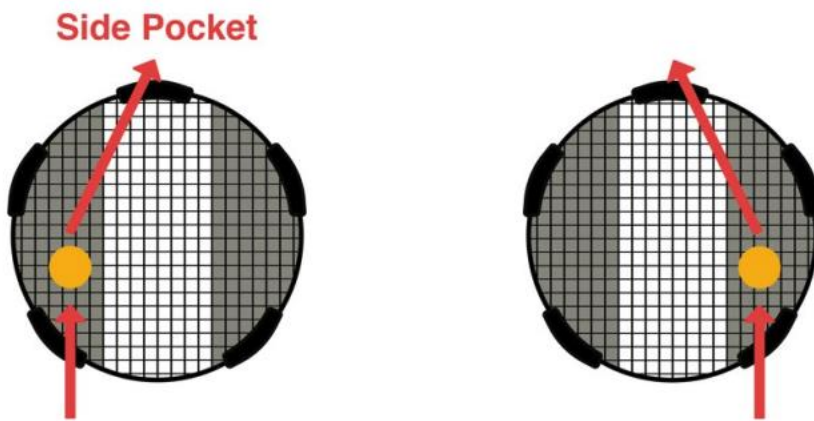
### **4.6.7 Side Pockets**

**4.6.7.1** Side Pocket:

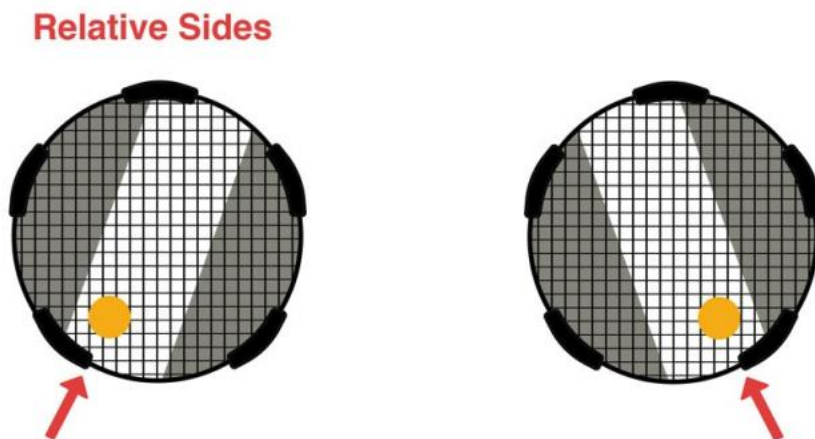
**After hitting a side third of the net, relatively parallel to the ball's incoming trajectory, the ball's horizontal trajectory changes towards the opposite side.**

**4.6.7.1.1** **A ball hitting within the left third of the net and moving right or a ball hitting within the right third of the net and moving left is a pocket.**

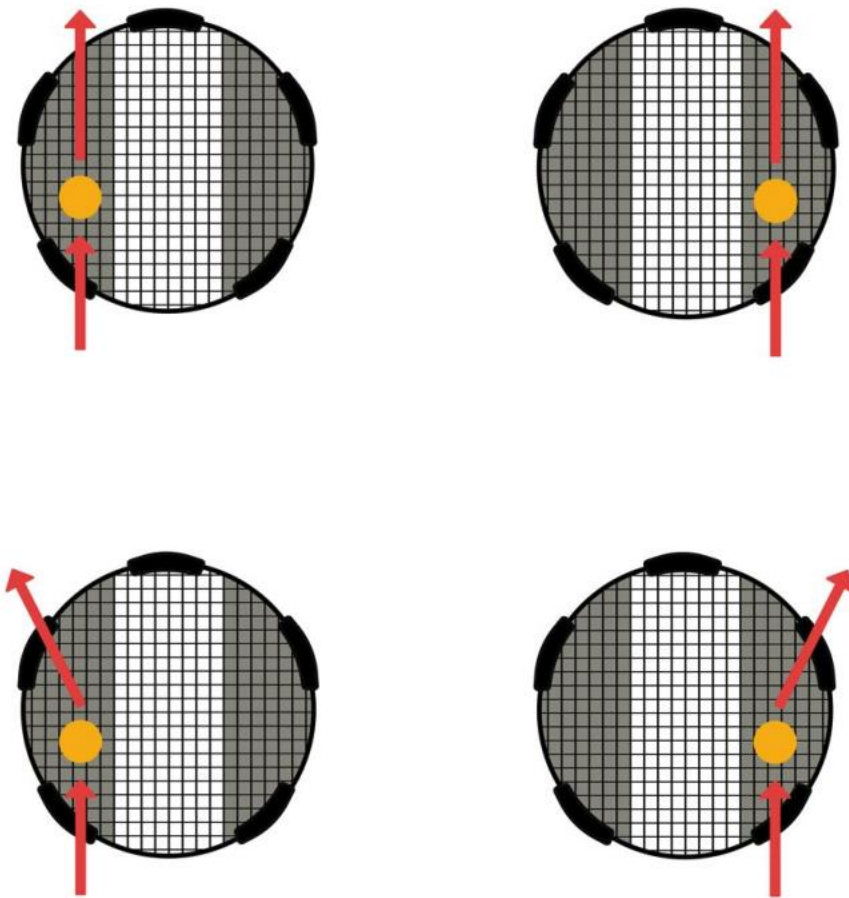
**The horizontal trajectory of the ball changes after hitting a side third of the net to the opposite direction. A ball that hits the left third of the net and moves to the right or a ball that hits the right third of the net and moves to the left is a pocket.**



4.6.7.1.2 The left and right sides of the net are determined relative to a centerline parallel to the horizontal entry angle of the ball.



4.6.7.1.3 A ball hitting within the side pocket area and not moving to the opposite direction is legal.



**4.6.8** After hitting the back third of the net, the ball does not move forward. **After hitting the back third of the net** every part of the ball must land beyond the farthest point of the set relative to the ball's horizontal angle of entry.

**4.6.8.1** A ball that exits the back third of the net and moves sideways is legal so long as it never contacts the side sections of the net

**4.6.9** Every part of the ball is over the highest point of the receiver's shoulders at any point from when the ball contacts the net to when the ball passes them or is contacted by the receiver, whichever happens first. **The height of the shoulders will be judged off the highest shoulder point after acknowledging readiness.** If after acknowledging readiness, the receiver lowers their shoulders, the shoulder height will be judged off their prior athletic stance. If, after acknowledging readiness, the receiver raises their shoulder, the shoulder height will be judged off their new position.

**4.6.9.1** The ball passes the receiver when it breaks the plane perpendicular to the line between receiver's position and the center of the net.

**4.6.10** The ball misses the set entirely.

**4.6.11** The ball contacts the set (legs, rims, net) multiple times.

**4.6.12** After the ball is served, the first contact is by a player on the serving team (i.e. a player hits their partner with the serve).

**4.6.13** The ball is released and not struck. Once the ball is released, dropping **it on**

the floor, or catching it ~~or swinging at and missing a toss~~ all count as a fault.  
**4.6.14** The server does not toss the ball within five seconds after announcing  
"service", "serve", "boom-tschagga-lagga" or "lesgo"

## 5. Playing the Ball

### 5.1 Ball in Play

The ball is in play from the moment the server strikes it until one of the following occur:

**5.1.1** A serving error occurs and/or is called by the receiving team or an observer.

**5.1.2** An infraction occurs and/or is called by any team or an observer.

### 5.2 Hitting the Ball

**5.2.1** A hit is any contact with the ball by a player.

**5.2.2** A team is entitled to a maximum of 3 hit alternateling between players for returning the ball to the set. ~~If more contacts are used, the team commits the violation of "four contacts" and loses the point.~~

**5.2.3** Consecutive Contacts A player may not hit the ball twice in a row (exception see Rule 5.3.5 & 5.3.6).

**5.2.4** Simultaneous Contacts: If both teammates touch the ball simultaneously, it counts as two hits. Either player may execute the next hit, provided the team has not already used all three hits.

### 5.3 Characteristics of the hit

**5.3.1** The ball may be touched with any part of the body.

**5.3.2** The ball must not be caught ~~and/or guided. The ball may rebound in any direction. Exception see 5.3.2.2.1.~~

**5.3.2.1** Catching the ball occurs when the ball comes to a complete stop on a player's body part.

~~**5.3.2.2** Guiding the ball occurs when contact with the ball is briefly extended.~~

~~**5.3.2.2.1** On the first contact of a possession, guiding the ball is legal.~~

**5.3.3** Players may not hit the ball with both hands simultaneously. (exception see rules 5.3.4 and 5.3.5).

**5.3.4.** At the first hit of the team on a possession, the ball may touch different body parts provided the contacts take place simultaneously.

**5.3.5** At the first hit of the team **on a possession**, the ball may touch different body parts consecutively, provided that the contacts occur during one action. ~~The player may have consecutive contacts on the same hand (e.g., palm to fingers) as long as it does not result in a catch and/or throw.~~ These consecutive contacts count as one hit.

**5.3.6** **Soft touch**: After the first hit of the team of a possession, the player may play the ball once more consecutively (**soft touch**), if the first touch occurred before the ball began a downward trajectory. This action counts as the second contact.

**5.3.6.1** Consecutive contacts as described in 5.3.6 are not allowed on serve receive.

**5.3.6.2** Consecutive contacts as described in 5.3.6 cannot result in an immediate hit on the net.

**5.3.7** On any hit, the player may have consecutive contacts on the same hand (e.g., palm to fingers) as long as it does not result in a catch and/or throw. These consecutive contacts count as one hit.



## 5.4. Infractions in Playing the Ball

5.4.1. Four hits: A team hits the ball more than three times before returning it to the set.

5.4.2. Faulty contact: The ball is caught (see 5.3.2.1).

5.4.3. Two-handed hit: A player hits the ball with both hands simultaneously (see 5.3.4).

5.4.4. Double-contact: A player hits the ball twice in succession or the ball contacts various parts of his/her body in succession (see 5.3.5 & 5.3.7).

## 5.5. Hits on the net

5.5.1. Illegal hits on the net: When the ball is returned to the set, the return results in a loss of point for the hitting team if:

5.5.1.1. The ball contacts any part of the ground (before contacting the set).

5.5.1.2. The ball's initial contact with the set hits the rim, legs or underside of the net directly.

5.5.1.3. The ball bounces multiple times on the net or bounces on the net then hits the set on the way down.

5.5.1.4. The ball never exits the net.

5.5.2. Pocket: During a rally, any shot that changes the trajectory of the ball due to the ball's proximity to the rim, without contacting the rim (i.e. pocket) is legal. See rule 4.6.7 for pockets on a serve.

5.5.3. Roll-up: A shot where the ball lands completely on the net, and subsequently rolls into the rim and then off the net (i.e. roll-up) is legal.

### 5.5.4. Change of Possession

5.5.4.1. Possession changes once the ball comes off of the net. Neither team may contact the ball while it is in contact with the net.

### 5.5.5. Other hitting violations. All result in loss of point.

5.5.5.1. A defensive player attempts to play the ball out of turn.

5.5.5.2. An offensive player hits a shot off the net which subsequently hits themselves or their teammate (includes serves).

5.5.5.3. A player is in contact with the ball while the ball is in contact with the net.

## 5.6. No Hit Zone

5.6.1. The 90 cm (3 feet) area from the center of the net is the No Hit Zone. The final hit of all possessions must be initiated outside of this area.

5.6.2. It is a loss of point for the hitting team if on the final hit of the possession the hitting player makes contact on or within the No Hit Zone while in the act of hitting. This includes contacting a player who is on or within the No Hit Zone. (i.e. the hitter may not use another player inside the No Hit Zone to reestablish their bodily control.)

5.6.2.1. The act of hitting includes the swing, the follow-through, and the momentum from the action.

5.6.2.2. It is a loss of point if the player's momentum causes the player to contact anything within the No Hit Zone, including another player.

5.6.2.2.1. If the player is unable to avoid the No Hit Zone due to the proximity of an opponent, the hinder (Chapter 6) by the defender precedes a No Hit Zone violation

by the hitter. If neither player on the defending team would have had an opportunity for a return, the hitter's team is awarded the point even if this hinder is unavoidable.

5.6.2.3. It is a loss of point even if the ball is declared dead before the player makes contact within the No Hit Zone.

5.6.2.4. The hitter may only make contact within the No Hit Zone after demonstrating the momentum from the action has stopped and reestablishing bodily control.

5.6.2.5. If equipment inadvertently falls off a player's body and lands in the No Hit Zone, it is not a violation. For example a hat falls off and lands in the No Hit Zone.

5.6.3. If a player has touched the No Hit Zone for any reason, that player cannot make the final hit of a possession until both feet have made contact with the playing surface completely outside the No Hit Zone.

5.6.4. A player may enter the No Hit Zone at any time except when that player is making the final hit of a possession.

5.7. Contact with the Set: Contact with the set by a player (rims, legs, or netting) during a rally results in a "Set Contact" infraction for the offending player and is a loss of point for that team. This includes contact from equipment that has fallen off a player.

5.7.1. If natural movement of the equipment pushes the set into a player, the set contact is not considered a violation and the point should be played out.

## 6. Hinder

6.1 The players whose turn it is to play the ball are entitled to freedom from interference by the opponents.

6.1.1. The order in which players can legally contact the ball determines who has the right of way. A player that can legally contact the ball before another player has the right of way.

6.2 To avoid interference, players not playing the ball must make every effort to provide the other players the following:

6.2.1 Unobstructed, direct access to the ball, after completing a reasonable follow-through.

6.2.2 Freedom to hit the ball with a reasonable swing.

6.2.2.1 To ensure player safety, when a hitter is within their arm's reach of the net, of the attacking player, the defensive team may not enter any defensive attempt (foot, hand, knee, etc.) within the imaginary cylinder rising from the rim. The opposing team may enter the cylinder to play the ball after the hitter's follow-through is complete.

6.2.2.2. The excessive swing and/or a player's follow-through can contribute to interference for the opponent when it becomes the latter's turn to play the ball. If a player moves in the direction of their hit causing immediate interference a replay may be given (see 6.7).

6.3 A hinder occurs if an opponent does not fulfill one of the requirements of 6.2.1 or 6.2.2, even if they have made every effort to do so.

6.4 A person encountering a possible hinderer has the choice of continuing to play or stopping the play.

6.4.1 A person seeking a replay or a point should stop play immediately and say "Hinder".

6.5 In the following cases, no replay is performed nor a point is awarded:

6.5.1 There was no interference or the interference was so minimal that it did not affect the playing person's freedom to get to and play the ball.

6.5.2 Interference occurred but **there is no opportunity for a return, giving benefit of the doubt to the hindered player.** ~~either the person playing would not have been able to get a good touch on the ball or did not make every effort to reach and play the ball;~~

6.5.2.1 Whether the player made every effort to reach the ball (without dangerous physical contact) is a significant factor in determining whether they could have achieved a good touch. In any questionable situation, player safety should be the number one priority.

6.5.3 The player moved past the point of interference and played on.

6.5.4 **The player created the interference in moving to the ball by taking an indirect route while the opponent provided direct access.** ~~The player has caused the interference while moving towards the ball themselves.~~

6.5.4.1 ~~This occurs when the opponent has clearly granted direct access to the ball, but the attacking player takes an indirect route.~~

6.5.4.1 This differs from a situation in which a player does not have direct access to the ball when trying to free himself from a disadvantaged position. In this situation, the person anticipates that the opponent will hit the ball in one direction and begins to move in that direction. As they anticipate incorrectly

~~If the person sufficiently demonstrates that they would have had a good touch on the ball, 6.6 – 6.7 determine the result of the hinder.~~

6.6 The hindered team will get a point if there was an interference, which an opponent did not make every effort to avoid, and the attacking team had an opportunity for a **return good touch of the ball** (see 6.5.2).

6.7 The hindered team will get a replay if there was an interference, which the opponent made every effort to avoid, and the player would have had an opportunity for a return **a good touch on the ball.**

6.7.1 Any faults are reset.

## **7. Participant Conduct**

### 7.1 Sportsmanlike conduct

7.1.1 All participants accept the official rules of the Swiss Roundnet Association Swiss Roundnet and abide by them.

7.1.2 Participants must play with integrity. The responsibility of fair play lies primarily with the players. If a participant notices that they committed any sort of violation, it is their obligation to call it **immediately (exception 4.5.2.1).**

7.1.3 The participants accept the decisions of the observers with sportsmanlike conduct without disputing them. In case of doubt or confusion, clarification may be requested.

7.1.4 Participants must refrain from actions or attitudes aimed at influencing the decisions of the observers.

7.1.5 Participants must adhere to the time limits. See 3.10 and 3.11

## 7.2 Fair play

Participants must behave respectfully and politely in the spirit of fair play, not only towards the observers, but also towards opponents, partners, spectators or the tournament personnel directors.

## 7.3 Misconduct

Inappropriate behavior of a participating person towards observers, opponents, partners, spectators or the tournament personnel is classified into three categories depending on the seriousness of the offense.

7.3.1 Rude conduct:

Actions that violate good manners or moral principles.

7.3.2 Insulting behavior:

Defamatory or insulting words or gestures or any action expressing contempt.

7.3.3 Aggression:

Actual physical attack or aggressive or threatening behavior.

## 7.4 Sanctions for misconduct

7.4.1 Warning

The first rude conduct of a person in the game is penalized with a warning by an observer or a TD.

7.4.2 Penalty

The second rude conduct of the same person in the same game, is penalized with a point awarded to the opposing team by an observer or a TD.

The first offensive behavior is penalized with a point awarded to the opposing team by an observer or a TD.

7.4.3 Disqualification

The third rude behavior and/or the second offensive behavior of the same person in the same game will be sanctioned by a tournament disqualification by the observer or the TD.

The first physical attack or the first implied or threatened aggression will be sanctioned by a tournament disqualification by the observers or the tournament management.

## 7.5 Misconduct before and between sets/games

Any misconduct that occurs before, between or after sets/games will be sanctioned in according to rule 7.4 and any sanctions apply to the following sets. If not witnessed

by the TD, this misconduct should be reported to the TD. Once a player receives a penalty, no more warnings will be given in the following games of the same tournament. Sanctions then start at the level of a penalty.

## 8. Making Calls and Settling Disagreements

8.1. Calling Service Faults - see 4.5.2.1.

8.2 Hitting and Play Infractions:

Hitting infractions (e.g. a direct rim hit) or a play infraction (e.g. contact with the set) must be called immediately after they occur by calling "violation"/"call"/"SpongeBob-Squarepants"/"fault" or the infringement itself and stopping to play.

8.3 Hinder calls

Hinder must be called immediately after occurrence by saying "hinder" or "violation" and the game is interrupted.

8.4 Disagreements

If teams cannot determine the legality of a hit, serve or call (when observers are not present), they must replay the point. Teammates do not have to agree with each other for that team to declare a disagreement. If three players are in agreement and the fourth person still disagrees after the discussion, the point must be replayed.

## Observers and their Responsibilities

**New: in a separate file.** Proposal: Adopt IRF Guidelines (Version 18. Aug, 2022) without changes.