

UNION INTERNATIONALE DE FUTNET



FutNet Laws of the Game

Issued on 16th October 2010, Geneva, Switzerland

UNIF – FutNet Laws of the Game

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I. FutNet categories and disciplines:

0. Categories and disciplines

0.1 Categories:

- a) Men
- b) Women
- c) Boys and girls:

- Juniors: age between 16 and 18
- Youngsters: age between 13 and 15
- Children: age up to 12

0.2 Disciplines:

- a) Single
- b) Double
- c) Triple

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II. Part of the laws common to all categories and disciplines

1. Playing court and playing area

1.1 Dimensions of the UNIF playing court

a) for single and double: 9.0 m x 12.8 m

b) for triple: 9.0 m x 18.0 m

Every member FutNet association can decide (according to the proposal of its Technical Commission) upon the dimensions of the court in all its internal competitions.

1.2 The playing court is split into two halves by a net.

1.3 Base and side lines are part of the playing court. The lines are 5 cm \pm 1 cm thick. The accuracy of the dimension given is \pm 5 cm.

1.4 The playing area, which shall be available during the play, has borders at least 3 m from the side lines and 3.5 m from the base lines of the playing court. A permissible deviation of the playing area from horizontal level is 1:100. Maximum unevenness of 2 cm without a sharp transition is permissible. The minimum height of free space above the playing area is 8 meters.

1.5 The surface of the playing court and playing area should be homogeneous, must not be slippery, dusty or sinking. The allowed materials for the top surface of playing court and playing area are: clay, grass, wood, usual artificial materials (e.g. taraflex).

Not allowed materials for the top surface are: concrete, stone, pavement, asphalt, sand etc.

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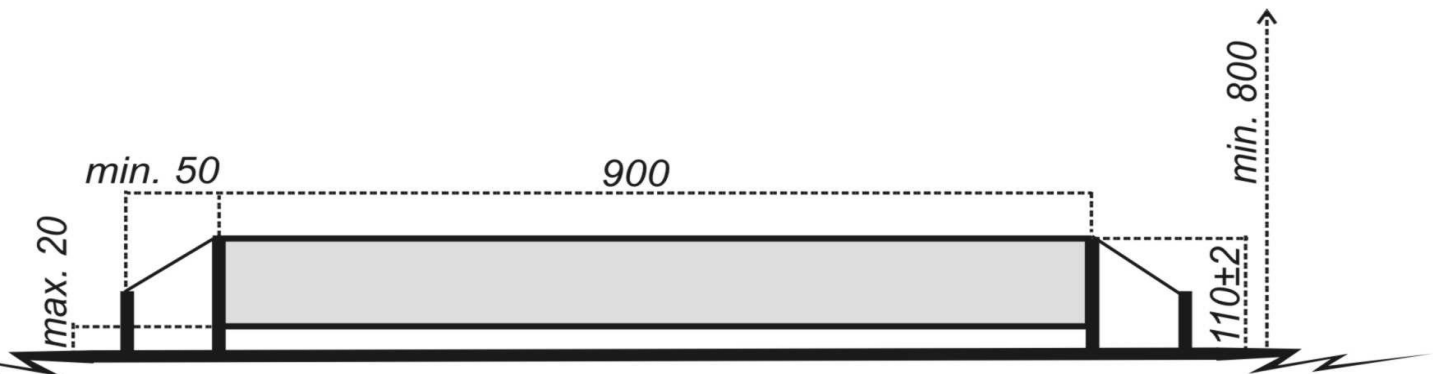
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2. Net

2.1 Definition: only that part that is hung up over the playing court between the side lines. The length of the net may be defined by two round poles of metal or plastic, which support the net on the lines. The poles are part of the net.

2.2 The net is tensioned at both ends so that its top part extends 110 cm over the playing court surface all the way across the playing court. The maximum permissible height deviation of the net is ± 2 cm. The distance between the lowermost edge of the net and the playing court surface is not more than 20 cm. Should the net subside during the play (a supporting pole will fall or the tensioning cable will break) under the height limit permitted, the referee rules a "new ball".

2.3 The height of the net for Children up to 12 is 100 cm.



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3. Ball

3.1 Official UNIF-ball parameters:

construction: glued, 32 panels, colour: black and white, material: synthetic (natural) leather, weight: 396–453 g, circumference: 680–710 mm, height of rebound: 660–720 mm, inflation: 60–65 kPa. The height of rebound is measured on the Kistler plate by having the ball fall from a height of one (1) metre with the valve facing up.

3.2 A lighter ball (e.g. for volleyball) can be used for Children's category (age up to 12).

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4. Start of play

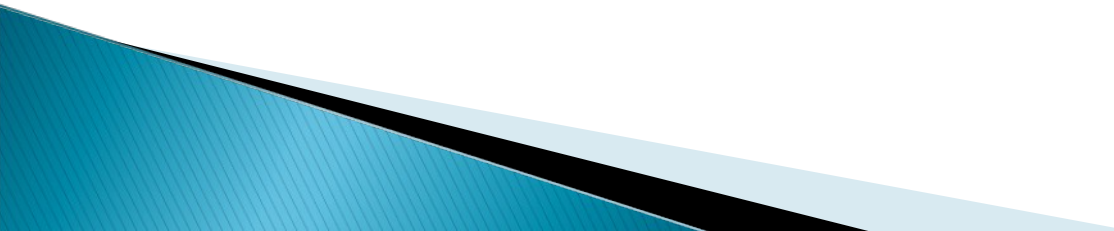
4.1 The team (player) who wins the toss has the option to choose either the side or decides, which team starts with the service.

4.2 In case of drawn sets before the third set it is the option of that team (player) to choose the side or the service that – after adding up obtained points – possesses higher number of winning points. Only in case of equal number of winning points the toss is carried out.

4.3 If not stated otherwise by the Technical Commission of UNIF the time breaks are:

- a) between sets: one minute
- b) between matches: five minutes

The match is scratched if the team(s) is (are) not present in time at the playing court.



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5. Service

5.1 A service is executed by kicking the ball by any part of the body, except for arm and hand, from the zone behind the base-line, outside the playing court.

5.2 The way of serving: kicking the ball by any allowed part of the body on the volley, after ball rebound, drop-kick or right from the ground. Neither the ball nor the foot shall touch the playing court (including the lines) when a service is being executed. The ball shall be released from serviceman's hand(s) or lay on the ground for servicing.

5.3 The service shall be carried out within 5 seconds from the moment the referee gives the order to start the play.

5.4 The ball shall cross the net and land on the opponent's service zone or touch the opponent(s).

5.5 The service is valid even if the ball touches the net and then lands on the opponent's service zone or touches the opponent(s).

5.6 The service is always carried out by the team (player) who scores a point.

5.7 The opponent is allowed to touch the ball before it has touched his/her service zone. If done so, the ball must be touched once more by the same player (applies for single) or by a co-player (applies for double and triple) before the ball crosses the net.

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6. Ball in play

6.1 The maximum number of ball drops (1, 2, 3) on the ground in the UNIF competitions is different for different categories and disciplines (see special characteristics). During the play, the player does not have to let the ball drop down onto the ground.

Every member FutNet association can decide (according to the proposal of its Technical Commission) upon the maximum number of ball drops for each category and discipline in respective competitions ruled by the association. The maximum possible number of ball drops in competitions ruled by national FutNet association is 3 for any category and discipline. Between two ball drops (if allowed) there must be always one touch of the player.

6.2 The maximum number of ball touches by the player (single) or team (double, triple) in the UNIF competitions are in single: two (2), in double: three (3), in triple three (3). The player may touch the ball with any part of his/her body except for arm and hand. With the exception of singles, the player is not allowed to touch the ball twice in succession. The minimum number of touches of the ball by player before the ball crosses the net is one (1) except when receiving service on the volley – then the minimum number of touches of the ball by receiving side is two (2).

Every member FutNet association can decide (according to the proposal of its Technical Commission) upon the maximum number of ball touches by the player or team for each category and discipline in respective competitions ruled by the association. The maximum possible number of ball touches by the player in competitions ruled by national FutNet association is three (3) for any category and discipline.

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- 6.3 If played correctly by the player, the ball shall touch the ground in the playing court only.**
- 6.4 The service is repeated ("new ball"), if a foreign object touches the ball, any player or the playing court or disturbs the play in another way.**
- 6.5 None of the players is allowed to touch the net (even after the ball has been finished).**
- 6.6 The ball is played correctly, only if it crosses the net to land into the opponent's playing court (see Law 2.1).**
- 6.7 If two opposing players touch the ball over the net at the same time ("dead ball") and the ball ends out of the playing court, the service is repeated.**
- 6.8 If two opposing players touch the ball over the net at the same time ("dead ball"), the play continues provided that the ball touches the ground within the playing court. In such a case, however, the ball may be played also by the player who played the dead ball.**
- 6.9 The player may play the ball over the opponent's part of the playing court, if standing or taking off and then landing in his/her own playing court.**
- 6.10 The player may play the ball in his/her own half of the playing area only.**
- 6.11 The player may unintentionally touch the opponent's leg (its part under the knee) by his/her leg (its part under the knee) after he/she has played the ball.**

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7. Scoring a point, winning a set and a match

7.1 The team (player) wins a point if the opponent commits a fault, each such a fault being one point.

7.2 All the disciplines (single, double and triple) are played up to two (2) winning sets. A set is won by the team (player), who first scores eleven (11) points with a minimum difference of two (2) points (e.g. 11:9). Otherwise the play is continued until the difference of two points is achieved (12:10, 13:11, etc.). If not, the set is finished, when one of the teams achieves 15th point (then, the final score of the set is 15:14).

8. Time-out and player substitution

8.1 Each team (double, triple) is entitled to one (1) 30-second time-out per set, after the coach (player) has requested that from the referee. Each player in single is entitled to two (2) 30-second time-outs per set after the coach (player) has requested that from the referee.

8.2 Each team is entitled – except for single – to substitute players twice per set.

8.3 The referee is entitled at any time in the course of the set to declare "referee's time-out" to remove obstacles of any nature. The maximum duration of this "referee's time-out" is 180 seconds.

8.4 During the break and time-outs, the players should stay out of the playing court in playing area or near the bench.

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9. Faults resulting in loss of point

9.1 The ball touches the court twice in sequence without being touched by any player.

9.2 The ball bounced off the court surface and crossed the net to the opponent's court without having been touched by the player.

9.3 A player touches the net by any part of his/her body. The service is repeated, if the net is touched by both opponents simultaneously.

9.4 A player has made one of the following faults when the ball is being served:

- a) he/she touches either the base line or a side line extended backwards with the ball or his/her foot supporting the weight of his/her body when a service is being executed,**
- b) the ball being served and flying to the opponent's court is touched by a co-player,**
- c) the ball lands outside the service zone on the opponent's court.**

9.5 A player touches the ball with hand or arm.

9.6 The ball played by a player flies to the opponent outside the net.

9.7 The ball played by a player lands outside the opponent's playing court.

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9.8 The ball is played by a player over the opponent's playing court and the player does not stand or takes off and does not land within his/her own court.

9.9 When played in a hall: if the ball touches a part of the hall or its equipment (ceiling, walls, rings, etc.), it is a fault made by the player who touched the ball last.

9.10 A player holds or pushes his/her opponent with his/her hand(s).

9.11 A player plays the ball twice in sequence (loss of point; applies to doubles and triples).

9.12 A player plays the ball on the opponent's playing court outside the net.

9.13 The opponent's player touches the ball before the ball is touched by a player in whose playing court the ball has touched the court surface (a loss of point in favour of the opponent).

9.14 A player touches an opponent player (with the exception of 6.11) by his/her leg.

9.15 Receiving service: after touching the ball by a player before it lands on his/her service zone there was no second touch of the ball by the same player (applies for single) or by a co-player (applies for double and triple) before the ball crosses the net.

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10. Misconduct and sanctions

10.1 If a player exceeded the limit of 5 seconds for serving:

- first delay : warning
- second delay: loss of point.

10.2 Unsportsmanlike conduct (protests, claims, deliberate playing the ball to hit the referee, kicking the ball away, delaying the play, holding and pushing the opponent, abusive language, improper gesturing etc. by players, coaches, team leaders):

- for the first time: warning (without loss of point) or yellow card (loss of point)
- for the second time: yellow or red card (loss of point).

10.3 Depending on how rude the misconduct is (Law 10.2), a player is sanctioned by yellow or red card (loss of point), the third warning always results in expulsion (red card and loss of point). After receiving the red card the player must immediately leave the playing area.

10.4 An expelled player may be substituted by another player (doubles, triples). In singles, the opponent wins the match 2:0 (11:0, 11:0) by default and all expelled player's matches in the group are cancelled. When the player in double or triple is injured in such a way that he/she cannot continue to play and his/her team has no more substitution to utilize, the set is scratched in favour of the opponent team.

10.5 If the referee is insulted by player(s) or member(s) of the official delegation the match is scratched in favour of the opponent team.

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11. Player's equipment and protests

11.1 Players of one team shall use uniform playing suits with numbers from 1 to 99; if not they are not allowed to play by the referee.

11.2 When the play is interrupted, the team captain or coach has the right to raise hand to deliver their protest(s) to the referee and ask a question about the interpretation of the laws. The referee's decision is final.

11.3 Protests, if any, are dealt with in compliance with the competition schedule, when the match is over. A final decision is up to UNIF jury created for the competition.

12. Miscellaneous

12.1 Other disputable issues are dealt with by the respective control authority of the UNIF competitions.

12.2 In the year of a championship only the player, who achieved the right age (including lowermost and uppermost age limit) stated for his/her category, is allowed to take part in the championship. Younger players are allowed to start in upper category only with written permission of a physician (doctor). Youngsters and Children are allowed to play in not more than two disciplines during one UNIF event (championship, tournament). It is forbidden to start simultaneously in two categories if their competitions are held at the same time.

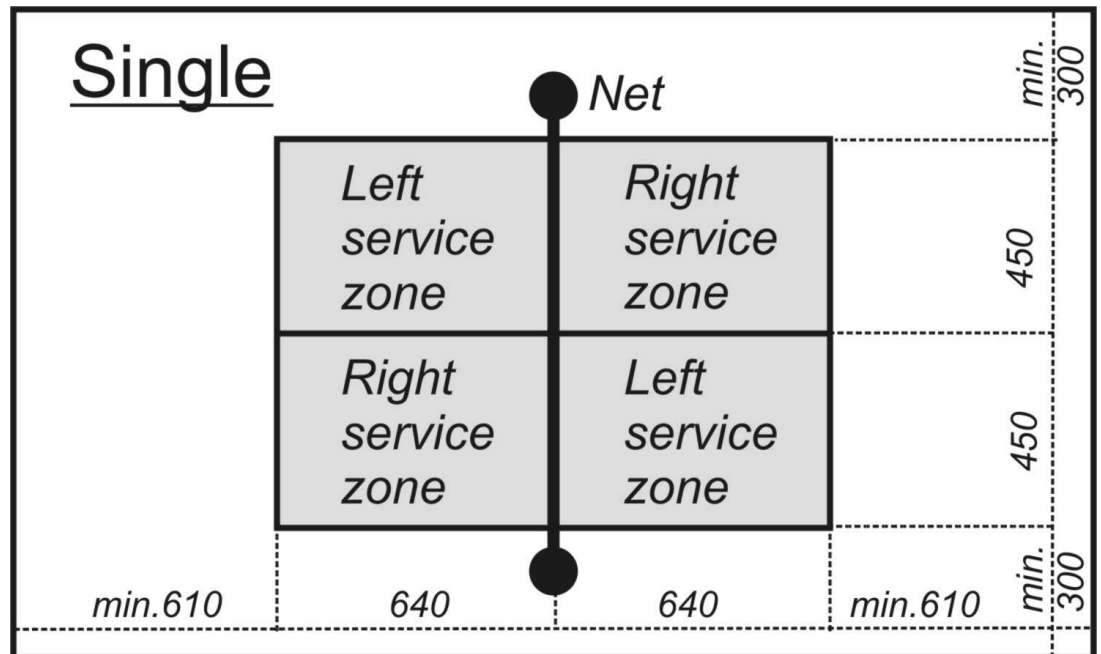
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III. Special characteristics: single

spec. 1. Playing court and playing area

1.1 One half of the playing court is 9.0 m x 6.40 m in dimensions. Both halves of the playing court are divided by a middle line into two service zones of the same size 4.5 m x 6.40 m.



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spec. 5. Service

5.1 A service may be executed only from the space behind the base line, between the middle and side lines. A service shall be executed diagonally from the right or left, depending on the own number of points scored: from the right, if the number is even (0:0, 2:1, 4:6, etc.), from the left if the number is odd (1:0, 1:1, 1:2, 3:2, etc.). If lands, the ball must land in the opponent's diagonal service zone.

spec. 6. Ball in play

6.1 The maximum number of ball drops on the ground in the UNIF competitions:
one (1) for men, women, juniors, youngsters
two (2) for children up to 12

6.2 The maximum number of ball touches by the player in the UNIF competitions:
two (2) for men, women, juniors, youngsters, children up to 12
The player may touch the ball twice in sequence before the ball crosses the net.

spec. 8. Time-out and player substitution

8.1 Each player is entitled to two (2) 30-second time-outs per set after the coach (player) has requested that from the referee.

8.2 No player substitution is allowed.

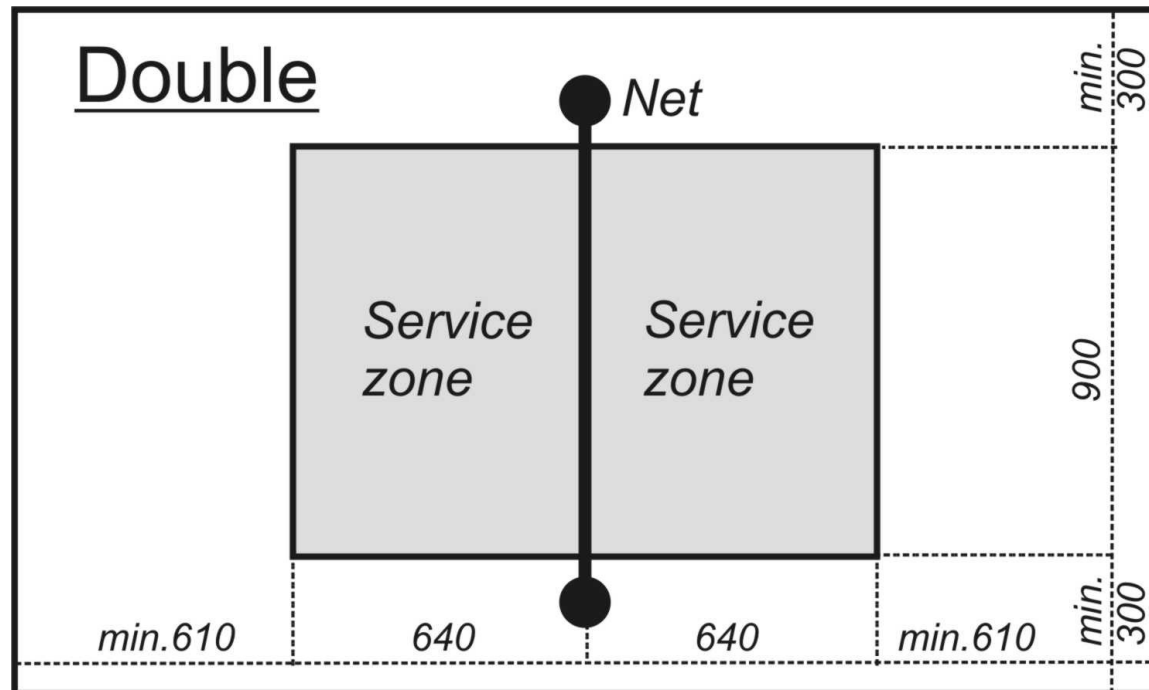
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IV. Special characteristics: double

spec. 1. Playing court and playing area

1.1 One half of the playing court is 9.0 m x 6.40 m in dimensions. The service zone has the same dimensions. None of the two service zones is divided.



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spec. 5. Service

5.1 A service may be executed only from the space behind the base line, between the side lines, by any player serving the ball into the opponent's service zone.

spec. 6. Ball in play

6.1 The maximum number of ball drops on the ground in the UNIF competitions:

one (1) for men

two (2) for women, juniors, youngsters

three (3) for children up to 12

6.2 The maximum number of ball touches by the player in the UNIF competitions:

three (3) for men, women, juniors, youngsters, children up to 12

The ball shall not be touched twice in succession by the same player.

spec. 8. Time-out and player substitution

8.1 Each double is entitled to one (1) 30-second time-out per set, after the coach (player) has requested that from the referee.

8.2 Each double consists of three (3) players of whom two (2) shall be always playing and one (1) is their substitute. Each double is entitled to substitute one (1) of the players twice per set.

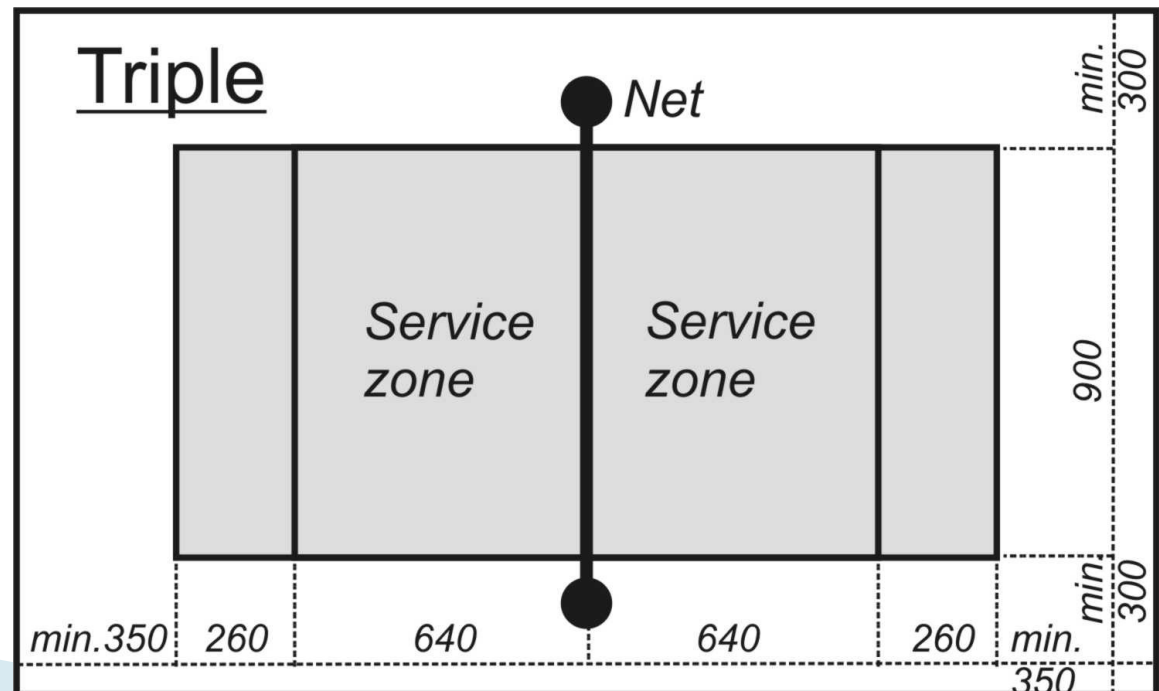
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V. Special characteristics: triple

spec. 1. Playing court and playing area

1.1 One half of the playing court is 9.0 m x 9.0 m in dimensions. The service zone is 9.0 m x 6.40 m in dimensions. None of the two service zones is divided.



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spec. 5. Service

5.1 A service may be executed only from the space behind the base line, between the side lines, by any player serving the ball into the opponent's service zone.

spec. 6. Ball in play

6.1 The maximum number of ball drops on the ground in the UNIF competitions:

one (1) for men

two (2) for women, juniors, youngsters

three (3) for children up to 12

6.2 The maximum number of ball touches by the player in the UNIF competitions:

three (3) for men, women, juniors, youngsters, children up to 12

The ball shall not be touched twice in succession by the same player.

spec. 8. Time-out and player substitution

8.1 Each triple is entitled to one (1) 30-second time-out per set, after the coach (player) has requested that from the referee.

8.2 Each triple consists of five (5) players of whom three (3) shall be always playing and two (2) are their substitutes. Player substitution can be carried out twice per set, one (1) or two (2) players can be substituted in one (1) substitution.

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VI. Enclosure to the Laws of FutNet

13. Referees

13.1 Number of referees: The match is arbitrated by two referees (first referee, second referee). Another number of referees can be stated by UNIF's Technical Committee controlling the competition. The support by line referees is welcome.

13.2 Rights of both referees: All members of the team (players, coach, team leader, etc.) in the playing area are obliged to keep the instructions of referees.

13.3 Duties of both referees:

- a) make opening toss,**
- b) give instructions for start of the play and for interruption of the play,**
- c) judge the faults in play and decide (arbitrate) which team receives a point,**
- d) direct a new ball having different judgement on fault that has happened,**
- e) control the score of the match,**
- f) give instructions to arrange dress, lines, playing area etc.,**
- g) judge the players' and others' behaviour and give them penalties,**
- h) permit and control the substitutions of players and time-outs,**

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- i) measure and keep time limits,**
- j) use a whistle and official signals,**
- k) order a new ball when needed,**
- l) arbitrate the match according to the Laws of FutNet valid in time of the competition.**

13.4 Complementary duties of the first referee:

- a) decide if current conditions (weather, visibility, etc.) for the game are satisfied,**
- b) decide which (first or second) referee will be directing the game.**

13.5 Complementary duties of the second referee:

- a) decide if technical conditions (size of the playing court, ball, net, lines etc.) are OK for start of the play,**
- b) fill in the match record,**
- c) adhere to instructions of the first referee except judgement about faults in the play.**

13.6 Standing point of referees: The referees should stand close to the pile (pole) on both sides of the net or sit on the umpire's chair.

13.7 The referees have to use uniform suits.

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13.8 Referee official signals:

Game situation = Signal/Action

New ball (play over) = Raise the thumbs of both hands (hands held close together)

Time-out = Place the palm of one hand over the other hand vertically, forming the letter “T”. Indicate the team requesting the time-out

Second drop = Point two fingers to the attacked area of playing court

Third drop = Point three fingers to the attacked area of playing court

Double touch = Raise forearm vertically with two fingers extended

Service foot-fault = Point to line with finger

Player(s) substitution = Make a circular motion of open hands around each other at shoulder height

Net touch = Touch the net and indicate the player committing the fault

Hand play = Extend one arm and tap its wrist with the other arm’s fingers

Keep playing! = Extend arms sideways

Ball outside the net (not flying across the net) = Extend both arms above the head and wave

Ball in = Point to attacked area of court with open hand

Ball out = Raise the forearms in a vertical position with hands open, palms facing away from court

Interfering foreign object (person, animal, second ball) on playing court =
Stop the play (whistle) and use the “new ball” signal

Foul = Stop the play (whistle), say “Foul” and point the fouling player