



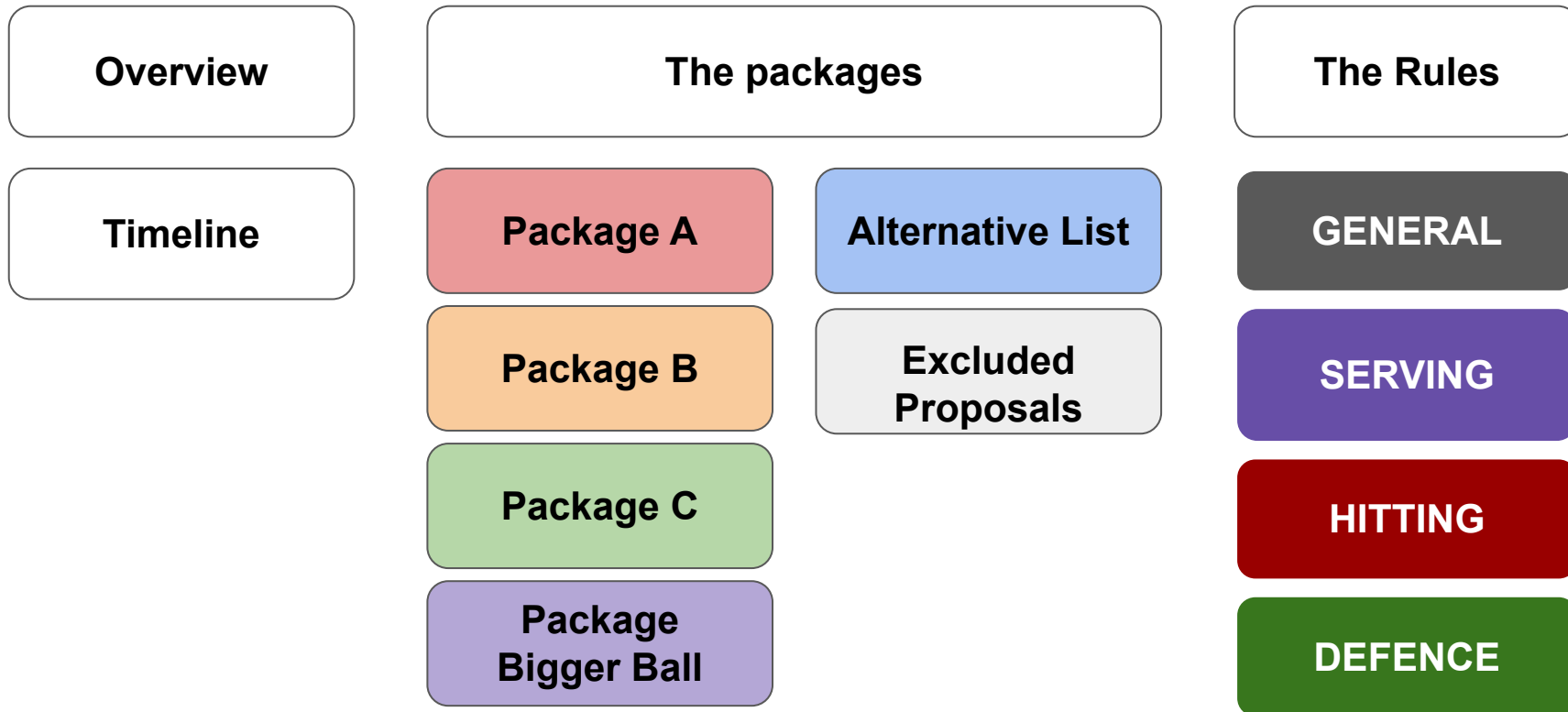
# Test Rule Packages

*The selection, details, and sequence of rules to test*

# Updates:

- 19.01.2025:
  - D.2 - Receivers Teammate is free to move on a straight line (slide 34) - Change that movement to the front outside the serving line and to the rear is permitted.
- 16.04.2025:
  - Update of the rules for Packages B.
  - Add a rule package for Bigger Ball tests.
  - Change the timeline of the packages. Package D has been removed and B has been extended to June.
- 02.05.2025.
  - Further clarification has been added for the no drop zone rules, open NHZ size, simultaneous contact with NHZ and equal server rule
- 12.05.2025.
  - Clarification on server's teammate not needing to reset to their position on subsequent service attempts within the same point.
- 01.06.2025.
  - Added package C details

# To find your way around...



## Purpose of this Document

This structure provides a clear overview of the test packages and accompanying lists, laying the groundwork for the sport's continued development. The insights gathered during the testing phases will inform future decisions and contribute to creating a more engaging, spectator-friendly version of Roundnet.

# Overview

## How does the rule testing process work?

- **There are 4 testing phases** that will take place consecutively. Each phase will have its own rules package.
- **Packages A & B are already set** and package C will be determined based on testing results, with alternate rules to potentially be introduced.
- **It's an iterative process.** It's helpful if a rule goes a little too far as that makes it more clear which direction to go from there. We expect some things to "fail" and that's part of the process.
- **We take the best of the best.** Just because rules are tested in different packages doesn't mean they can't end up together. In the end, we're looking for the simplest solution that can deliver the results we're aiming for.

## What's in each rule package right now?

### PACKAGE A

**Bolster Defense** - Limit the area to cover, provide more time to get in position, and enhance ability to know what shot will be hit.

- **G1.1 - Out of bounds** (circle 7.5m radius)
- **S.1 - No same hand toss**
- **H.1 - 3 touches required by receiving team on first possession**
- **D.1 - Server's teammate free to move**
- **D.2 - Receiver's teammate free to move straight backwards**
- **D.3 - Simultaneous contacts count as 1 hit**

### PACKAGE B

**Nerf Hitting** - Iterate on the out of bounds distance + limit drops and make hitting extreme angles harder to achieve.

- **G1.2 - Out of bounds** (circle 9m radius)
- **S.2 - No Drop Zone on Serve**
- **S.5 - Same number of serves for every player (Equal Serving Rule)**
- **S.8 - Reduce time to serve to 3 seconds**
- **H.1 - 3 touches required by receiving team on first possession**
- **H.2 - No drop zone** (ball cannot land within the no hit zone)
- **H.3 - Expand no hit zone** (110cm for men, 100 cm for women)
- **D.1 - Server's teammate free to move**
- **D.2 - Receiver's teammate free to move straight backwards**
- **D.3 - Simultaneous contacts count as 1 hit**

### PACKAGE C (will be published during the test phase)

### PACKAGE Bigger Ball

## Why didn't you consider X rule?

A large number of rules were considered based on open input of the community. Some were eliminated if they went against a pillar of the sport or were too difficult to implement. We have a number of alternate rules (like adding a bounce) that may still be tested in package C.

## What about equipment?

The focus is rule changes because we have direct control and easy to test globally. That said, The IRF is actively in discussions with equipment manufacturers on production of bigger balls. When bigger balls become more accessible, we will incorporate testing them into some of the events this year.

# Testing timeline

**This is a rough outline.** This timeline serves as a guiding framework and may be adjusted as we gather more insights during implementation. Regular updates will be shared to ensure alignment and transparency across all stakeholders.

For the successful completion of this plan, we rely on the support and involvement of the community and National Governing Bodies (NGBs).

- **March & April:** Start with **Package A**.
- **May & June:** Shift towards **Package B**. (potentially with some additional testing of package A).
- **July - August:** Shift towards **Package C**

Tests with Bigger Ball and the **Bigger Ball package** take place in parallel.

# The packages

This document presents the test packages developed as part of the Roundnet Rules Revolution 2025 (RRR25). The aim is to drive the evolution of the sport by testing targeted rule changes that align with the core goals of RRR25: increasing rallies, reducing aces, and minimizing double faults to make a game that is more fun to play and watch. Rules are to be tested equally for genders, unless otherwise stated.

## Definition of Test Packages

A test package consists of a set of rule changes designed to be tested together. To ensure a structured approach, the following packages have been developed:

### Package A – Bolster Defense:

Testing gameplay on a smaller field with greater ability to get in a good defensive position and know what shot you'll have to cover.

### Package B – Nerf Hitting:

Testing the effects of tougher hitting conditions with boundaries, a no drop zone, and extended no hit zone.

### Package C– Pre-final Version:

Developing the pre-final test version based on insights from A&B and the Bigger Ball tests for later summer testing.

### Package Bigger Ball:

An adapted version of the rules for a larger ball is being tested.

## Accompanying Lists

To ensure transparency and provide a comprehensive view of the decision-making process, two additional lists are included:

### Alternative List

This list contains rule changes that remain under consideration as potential alternatives. These options will be explored if the tested rules prove insufficient to achieve RRR25 goals. The wording has not yet been finalised.

### Excluded Proposals

This list documents all rule proposals that were excluded, along with a brief justification for each decision.

### Note on packages A&B:

A & B each follow a different philosophy regarding the direction in which the sport could develop, and we consider both approaches valuable to test.

## Package A – Bolster Defense:

### General

G1.1 - Out of Bounds Zone - 7.5m radius

### Serving

red crosses indicate rules that were not included in the package

S.1 - No Same Hand Toss

S.2 - Out of Bounds Zone - 7.5m radius

### Hitting

5.8.1 - Out of Bounds Zone - 7.5m radius

H.1 - 3 touches required by receiving team on first possession

H.3 - No Hit by 110cm for open & 100cm for women

### Defence

D.1.1 - Servers Teammate free to move

D.2 - Receivers Teammate is free to move on a straight line

D.3 - Simultaneous Contacts

# Package B – Nerf Hitting

## General

G1.1 - Out of Bounds Zone - 7.5m

G1.2 - Out of Bounds Zone - 9m radius

## Serving

red crosses indicate rules that were not included in the package

S.1 - Same Hand

S.2 - No Drop Zone on Serve

S.5 - Same number of serves for every player (Equal Serving Rule)

S.8 - Reduce time to serve to 3 seconds

## Hitting

H.2 - No Drop Zone on Hit

H.1 - 3 touches required by receiving team on first possession

H.3 - No Hit Zone by 110cm for open & 100cm for women (Version A)

## Defence

D.1.2 - Servers Teammate free to move (Advanced)

D.2 - Receivers Teammate is free to move on a straight line

D.3 - Simultaneous Contacts



# Package C – Combining and Refining Packages A & B

## General

~~G1.1 - Out of Bounds Zone - 7.5m~~

~~G1.2 - Out of Bounds Zone - 9m~~

G1.2 - Out of Bounds Zone - 8.5m radius

## Serving

red crosses indicate rules that were not included in the package

S.1 - No Same Hand Toss

S.2 - No Drop Zone on Serve

S.5 - Same number of serves for every player (Equal Serving Rule)...with adjustments for easier rotation and improved orders

S.8 - Reduce time to serve to 3 seconds

## Hitting

H.2 - No Drop Zone on Hit

H.1 - 3 touches required by receiving team on first possession

~~H.3 - No Hit Zone by 110cm for open & 100cm for women (Version 1)~~

H.3 - No Hit Zone by 100cm for all divisions

## Defence

D.1.2 - Servers Teammate free to move (most lenient)

D.2 - Receivers Teammate is free to move on a straight line

D.3 - Simultaneous Contacts

# Package Bigger Ball

## General

G1.1 - Out of  
Boundary Line -  
7.5m

G1.2 - Out of  
Boundary Line -  
9m

## Serving

red crosses indicate rules that were not included in the package

S.1 - Same  
Hand

S.2 - No Drop  
Zone on Serve

S.5 - Same number of  
serves for every player  
(Equal Serves Rule)

S.8 - Reduce  
time to serve  
to 3 seconds

## Hitting

H.2 - No Drop  
Zone on Hit

H.1 - 3 touches required by  
receiving team on first  
possession

H.3 - No Hit Zone by 100cm  
for open & women (Version B)

## Defence

D.1.2 - Servers Teammate  
free to move (Advanced)

D.2 - Receivers Teammate  
is free to move on a  
straight line

D.3 - Simultaneous  
Contacts

# Alternative List

## General

[G.2 - Bounce rule](#)

## Serving

[S.3 - Increasing the serving line distance](#)

[S.4 - Increasing the toss distance](#)

[S.5 - Two player receive](#)

[S.7 - No split stance on serve](#)

## Hitting

## Defence

[D.4 - Soft touch doesn't count as a touch](#)

[D.5 - Soft touch on serve receive](#)

# Excluded Proposals

## General:

- 3 vs 3
- 4 contacts
- Divide Court in Quadrants
- Increase rally point value
- No-Set Zone

## Serving:

- Double fault causes two point loss
- Higher and longer toss
- Increase height limit on serves
- Limit Fakes
- Limit serving streaks
- Limit serving to opposing quadrant
- No spin on serve
- No step before toss
- No wide serves
- Only bowler serve
- Only one serve
- Rectangle serving limit
- Rectangular area receive zone
- Serves have to exceed serving zone
- Side pockets legal

## Hitting:

- Hitting limited to one arm
- 3 touches required by receiving team on first possession

## Defence:

We are providing only a list of excluded proposals without detailed explanations to maintain focus on the relevant and tested rule changes. This avoids unnecessary discussions about already evaluated and dismissed suggestions, saves time, and ensures targeted efforts on viable options. The exclusion decisions were made carefully with input from many experienced individuals. Additionally, some proposals were excluded because they conflicted significantly with the core principles of the game or the goals of the RRR25.

# The rules for the RRR25-Tests

While we have made an effort to provide a detailed and comprehensive explanation of the current rule version for each proposed rule change on the following pages, we cannot guarantee its completeness. The intention is solely to offer an overview and context for the changes being tested. There will be a separate version of the rules with markings for each package on the website at a later date, so that players can take a close look at them for the respective tournament.

As a general principle:

**The rule to be tested overwrites any rule in the current rulebook, whether directly or implicitly, and should always be interpreted in the spirit of the rule being tested.**

The descriptions, impact, risks and opportunities listed in each case are not guaranteed to be complete and serve only as additional information.

Jump directly to the section you want:

**GENERAL**

[LINK](#)

**SERVING**

[LINK](#)

**HITTING**

[LINK](#)

**DEFENCE**

[LINK](#)

# GENERAL

## Rules of the packages

[G1.1 - Out of Bounds Zone - 7.5m](#)

[G1.2 - Out of Bounds Zone - size tba](#)

## Alternative List

[G.2 - Bounce rule](#)



# G1.1 - Out of Bounds

Package: **A**

GENERAL

1.2.2. Court Setup - The roundnet set is placed in the center of the court. The outer boundary should now be marked as a circle with a radius of 7.5 m centered on the middle of the court.

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:

5.5.1.4. The ball touches the ground outside the outer boundary, unless the opposing team touches the ball before it lands. A ball touching the boundary line is legal.

(??) The ball may be played outside the boundary

## Current Version:

## Related rules:

1.2.2. Court Setup - A minimum of 10 x 10 m (33 x 33 feet) is recommended for each court, however, there are no out of bounds. The roundnet set is placed in the center of the court.

1.2. Court

## Description of the new

- Out-of-Bounds Rule: A ball landing outside the boundary on the final hit results in a point loss for the hitting team unless the opponent touches the ball before it lands.
- Boundary Shape & Test Details: The initial test uses a 7.5m radius circle with additional distances tested later in the season based on results.
- Effect of Boundary: The boundary limits hitting range and encourages alternative techniques.
- Marking Guidelines: Boundaries must be marked with equipment (e.g., cones, discs, short tape stripe) every 1m, with continuous marking (e.g., tape or spray) preferred. A tolerance of  $\pm 15$  cm is allowed to simplify setup. Furthermore, we allow a maximum overlap of about 2m (measured perpendicular distance of the lines) if it is necessary to get another row placed. This should not become the standard, but if, for example, 4m is missing for another row, there is the possibility to make 2 times 2m overlap and thus create space for the additional nets
- Objects Within Boundary: Non-game objects (e.g., tripods, bottles) may be placed within the boundary, provided all net participants agree, and the object is at least 1m inside the boundary.
- Interference from other nets: Balls or players entering the boundary do not justify a replay unless the players consider them to be an hindrance.
- This rule does not apply to servers.

## Impact

- Encourages technical hitting and defense near the net.
- Improves spectator understanding with structured boundaries.
- Reduces the net density of tournament fields and sports halls
- Reduces the risk of injury, which would otherwise be expected due to the increase in the proportion of rallies in the game.

## Risks

- Changes the tradition of 360-degree play without boundaries mentality.
- Logistical challenges due to additional marking and space requirements.
- Limits iconic large rundown play train.

## Opportunities / Synergies

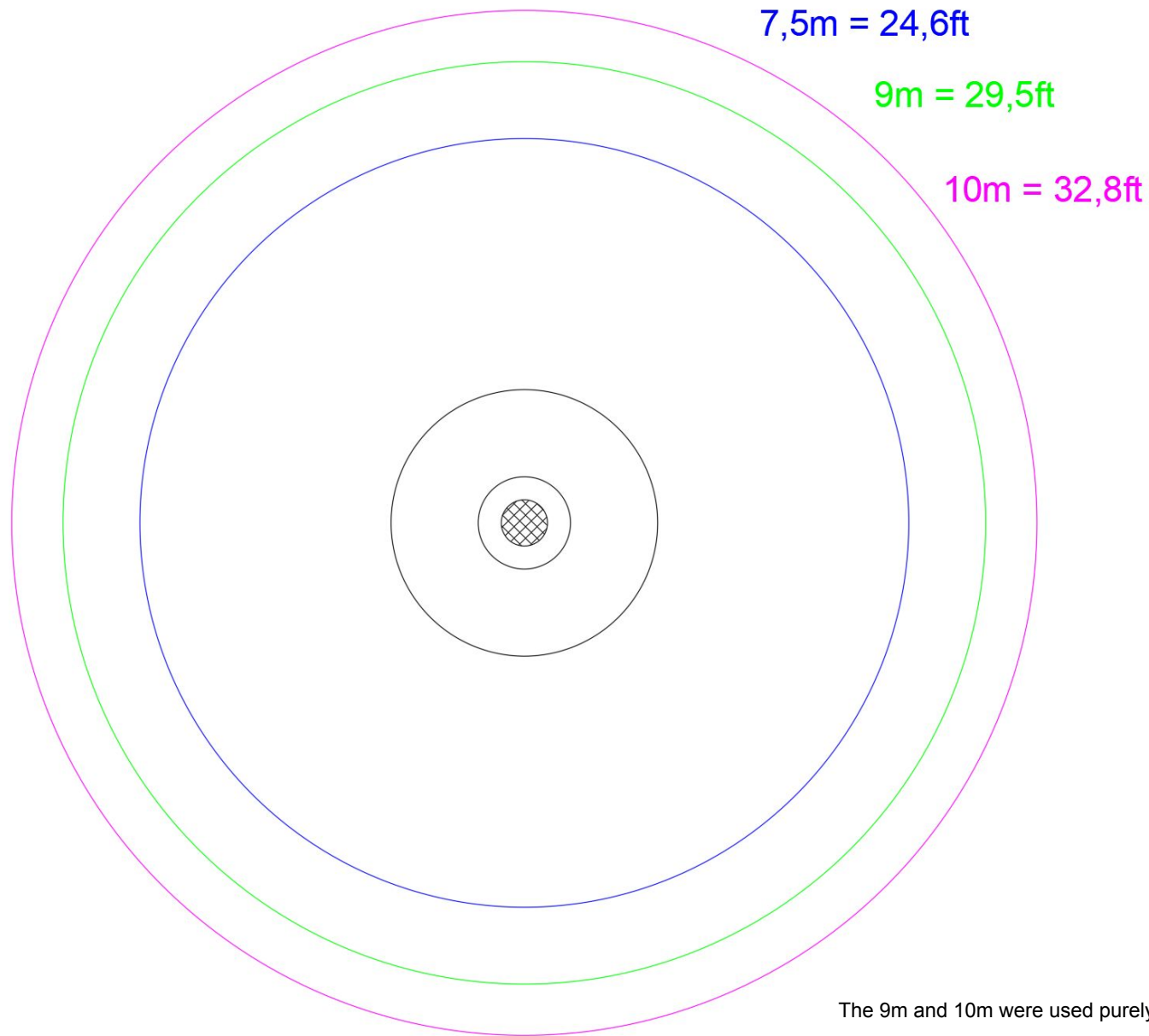
- Simplifies gameplay for spectators and players.
- Increases the rally potential
- Enables new and different strategic gameplay.

# G1.1 - Out of Bounds

Package:

A

GENERAL



The 9m and 10m were used purely for further illustration.

# G.2 - Bounce rule

Package: **AL**

**GENERAL**

Working version and not final:

5.2.6. A single bounce of the ball on the ground is allowed at any time during the game as long as the contact with the ground takes place outside the serving line.

## Current Version:

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.

## Related rules:

5.5. Hits on the net

## Description of the new

- Depending on other rule changes, there are various implications and implementation options for this rule (e.g. only outside the serving line, only before the first touch, never before the hit). The exact wording will only be formulated in the event of a test.
- The listed impacts, risks, and opportunities are highly dependent on the specific formulation of the rule and the other rules applied in parallel (e.g., the Out of Bounds Zone could significantly reduce the risk of violations). These points are intended to provide a general impression and a broad overview rather than a detailed analysis.

## Impact

- Gameplay Dynamics: Adds variety to rallies, especially after blocks, soft touches or rundowns, promoting creativity and defensive innovation.
- Spectator Appeal: Increases entertainment value by extending points and showcasing diverse playstyles.
- Player Inclusivity: Encourages adaptability for players at varying skill levels.

## Risks

- Surface Variability: Different field types (e.g., grass, turf, gym) could cause inconsistencies in bounce reliability.
- Player Safety: Increased risk of injuries from collisions while chasing bounced balls.
- Cultural Resistance: 46% of surveyed players consider "no bounce" fundamental to the sport's identity.
- Gameplay Balance: Risks favoring offense by enabling easier sets, potentially reducing the defensive challenge.

## Opportunities / Synergies

- Rule Customization: Potential for nuanced rules (e.g., bounces allowed only after soft touches or outside the serving zone) to balance offense and defense.
- Rally Statistics: May significantly increase average rally length, enriching match quality.
- Testing New Dimensions: Opens avenues for innovation and adaptation in Roundnet, making it accessible to new audiences.

# SERVING

## Rules of the packages

S.1 - No Same  
Hand Toss

S.2 - No Drop  
Zone on Serve

## Alternative List

S.3 - Increasing  
the serving line  
distance

S.4 - Increasing  
the toss distance

S.5 - Two  
player receive

S.6 - Same number of  
serves for every player  
(Table Tennis Rule)

S.7 - No split  
stance on serve

S.8 - Reduce  
time to serve

# S.1 - No Same Hand Toss

Package: **A**

## 4.4. Characteristics of the serve

4.4.7. The ball cannot be released and struck with the same hand.

## 4.6. Service faults

4.6.15. The ball is released and struck with the same hand.

**SERVING**

## Current Version:

4.4. Characteristics of the serve

4.4.6. The ball must travel at least 10 cm (4 inches) away from the point of release before it is struck.

## Related rules:

4.4. Characteristics of the serve

## Description of the new

- The rule would require the server to release the ball with one hand and strike it with a different hand or limb.
- This would prevent servers from tossing and hitting with the same hand.

## Impact

- Increased Predictability for Receivers: The receiver would have a clearer understanding of the server's hand and trajectory, facilitating better reaction and positioning.
- Could reduce the confusion caused by deceptive serving techniques such as the 'phantom toss', where receivers have difficulty guessing the hand being hit.
- Reduce the difficulty of verifying sufficient toss length

## Risks

- Could reduce serving creativity, as some players rely on same-hand toss techniques to create aces or deceptive serves.
- Could lead to an excessive reduction in ace probability.

## Opportunities / Synergies

- Enhances fair play and transparency, promoting a more predictable and skill-based serving dynamic.
- Encourages strategic development of serving techniques, ensuring that success relies more on skill rather than deception.
- Improves receiver-server interactions, fostering cleaner and more straightforward gameplay exchanges.

# S.2 - No Drop Zone on Serve

Package: **B**

## Characteristics of the serve

4.4.9. The ball can not land on or within the NHZ lines.

## Service Faults

4.6.15 The ball lands on or within the NHZ lines.

**SERVING**

## Current Version:

No current version.

## Related rules:

4.6. Service faults  
5.6. No Hit Zone

## Description of the new

- A serve must exceed the NHZ (No-Hit-Zone) and cannot land inside it.
- This proposal aims to eliminate service errors, especially in drop serves, by ensuring a clean flow of play. Furthermore, the receiver can concentrate more on the other possibilities of the server.
- The rule could also optional extend to require the serve to exit the serving circle to improve gameplay mechanics and reduce receiving complications.

## Impact

- Simpler Receiving Focus: Receivers would have one fewer variable to anticipate, making it easier to position and react.

## Risks

- Not a Top Priority: Drop serves may not be the deadliest serves that need prioritization. Other serves (e.g. cut and reverse cut serves) remain challenging to counter.
- Potential Skill Impact: Reducing drop-shot tricks might limit creativity for players who rely on deceptive serving techniques.
- Increasing the complexity of the sport for spectators

## Opportunities / Synergies

- Encouraging creative techniques: Players could be motivated to focus more on other creative and challenging serving techniques (e.g. cut and reverse cut serves).
- Improved fairness: By focussing on more precise and dynamic serves, this rule could help to make serves less random and more based on technical ability.

# S.3 - Increasing the serving line distance

Package: **AL**

## Characteristics of the serve

**SERVING**

4.4.1 Before serving, the server must set their position with all points of contact behind the 2.7m (or more) service line from the center of the court.

## Current Version:

1.2.3. Serving Lines - A serving line circle should be drawn 2.6 meters (8.5 feet) from the center of the court. The distance from the edge of the set to the service line should be 2.13 meters (7 feet). Marks should be drawn at each of the four starting service positions. When indoors or unable to draw lines, tape may be placed at equal intervals around the set to outline a circle and service positions

## Related rules:

4.4. Characteristics of the serve

## Description of the new

- This change aims to improve balance and control by adding a new spatial element to the serving mechanics.
- Approximate calculation of the changes in angle and speed compared to the reference value of 2.6m:
  - at 2.70m: -0.7% speed, -3.5% reduction in angle and -2.4% arc length at the receiver at a distance of 2.6m from the net
  - at 2.80m: -1.1% speed, -7.0% reduction in angle and -4.5% arc length for the receiver at a distance of 2.6m from the net
- The distance to be tested is determined in the event of a test. It is possible to test different distances for different divisions.

## Impact

- Better Receiving Opportunities: Extending the serving line would slow down powerful serves, making it easier for receivers to react.
- Improved serve control: The additional distance improves balance and positioning, resulting in greater predictability of serve accuracy and trajectory.
- Strategic Serve Adjustment: Forces servers to adjust their angles and speed, adding a layer of tactical complexity to serving strategies.

## Risks

- Learning Curve for New Players: Extending the serving line would necessitate a significant adjustment in serving technique, requiring a retraining period for servers.
- Double Fault Increase: While it reduces aces, it could result in more double faults, as new serving mechanics may increase inaccuracy.
- Receiving could become too easy and thus make the subsequent defence by the serving team more difficult.

## Opportunities / Synergies

- Combination with Other Rule Changes: Pairs effectively with other serving adjustments, like changes in toss mechanics or serving circle requirements, to form a more integrated and balanced serving strategy.

# S.4 - Increasing the toss distance

Package: **AL**

**SERVING**

## 4.4. Characteristics of the serve

4.4.6. The ball must travel at least 20 cm (8 inches) away from the point of release before it is struck.

4.4.6.1. *OPTIONAL* The ball must have a rising trajectory during the toss and its highest point must be above the servers shoulder line.

### Current Version:

4.4.6. The ball must travel at least 10 cm (4 inches) away from the point of release before it is struck.

### Related rules:

4.4. Characteristics of the serve  
4.6. Service faults

### Description of the new

- The optional extension is an extreme case and is considered the last option.

### Impact

- Improved Predictability: Higher tosses allow for better preparation and reaction time for the receiver.
- Reduced Faking Effectiveness: A higher toss and increased air time make fakes less deceptive, as receivers have more time to anticipate the serve.
- Standardized Serving Execution: Clearer mechanics enhance gameplay fairness and ensure more consistent serving across matches.

### Risks

- Subjective Call Challenges: Determining a 20 cm toss and a shoulder-line height can still be subjective, relying on player and observer perception.
- Observer Pressure: Observers will have to make more nuanced calls, which could increase the likelihood of disputes and errors.

### Opportunities / Synergies

- Better Match Flow and Fair Play: A standardized toss height strengthens game integrity and visual clarity.
- Improvement of the balance between receiver and server through more fairness in the visual recognisability of the toss



# S.5 - Two player receive

Package:

AL

SERVING

3.8.4. The receiver is the player that is positioned 180 degrees across from the server. The receiver may adjust their position and is free to move anywhere without distance restrictions.

3.8.5. Both the designated receiver and his/her partner can field the serve. However, both receiving players may not switch positions while receiving.

3.8.6. The other player may only move from their positions once the ball is hit by the server.

## Current Version:

3.8.4. The receiver is the player that is positioned 180 degrees across from the server. Once the server is set the receiver may adjust their position and is free to move anywhere without distance restrictions. 3.8.5. Only the designated receiver can field the serve.

## Related rules:

3.8. Positions  
4.5. Execution of the service  
4.6. Service faults

## Description of the new

- In the event of a test, the rule change would be tested as separately as feasible.
- Specific adjustments to affected rules, such as the high rule, would be formulated in the event of a test.

## Impact

- Greater Strategic Flexibility: Receivers can position themselves more dynamically, offering better strategic choices to adapt to serves (e.g., angle adjustments, reading drops, etc.).
- Reduced Disputes: Prevents disputes related to server-caller interactions, making the game smoother and less prone to referee disagreements.

## Risks

- Unpredictable Serve Scenarios: The removal of a strict 180-degree requirement may result in less predictability for servers team, as angle changes and movement patterns become harder to anticipate.
- Possible confusion with quick moves: Quick serves can lead to unexpected positioning of the receiver, resulting in defensive disorganisation and thus heavy defence, which could reduce rally probability

## Opportunities / Synergies

- Potential for Dynamic Team Strategies: Opens up innovative defensive positioning and tactical serves, increasing the complexity and depth of game strategies.
- Complementing Defense Rules: A necessary change that would synergize with any defensive adjustments, ensuring that server and their partners better collaborate with team defense setups, making rallies longer and games more competitive.
- Improving Gameplay Adaptability: Offers flexibility to modify gameplay strategies without fundamentally altering serve mechanics too much, ensuring a smooth transition for players of all levels.

# S.5 - Same number of serves for every player (Equal Serving Rule)

Package: **AL**

**SERVING**

## 4.2. Serving Order.

4.2.1. The player who serves the first point serves from the right side of their partner.

4.2.2. After the first point, the opposing team serves the next two points. The new server is the receiver of the last valid serve.

After the server's first point, they switch positions with their partner and serve to the other member of the opposing team. This sequence continues until the end of the game or a "win by two" scenario is reached.

4.2.2.1. When the teams reach the 'win by two' scenario and the target score is reached (i.e. it is 21-20), one serve per player is used and the serve rotation is interrupted. The players remain in the same positions for the rest of the game. The server order then starts with the last person to serve from the team not currently serving, and this logic is then maintained.

## Current Version:

4.2.1 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. The service possession switches once the opposing team scores a point. They now have 1 and thus start serving from the left.

## Related rules:

3.3. Rally  
3.8. Positions  
4.3. Serving Position

## Description of the new

- Each round, every player has two serves, alternating between the right and left positions, with two attempts per serve. The first server starts with a single serve. After the second serve, the right to serve rotates to the opposing player. Once both teams enter overtime (beyond the regular point target), each player has only one serve per round, still with two attempts. The exact formulation will be provided in the event of a test.
- As soon as a team has reached the target number of points (by a set to 21: 21-20), it begins with one serve per player. In a set to 21 (without hardcap), the serving order is: player C, B, D, A, C, B, D, A, etc. . In a set to 15 (without hardcap) the order is: D, A, C, B, D, A, etc..

## Impact

- Fair Play:** Reduces the dominance of strong serverball players, ensuring a more balanced contribution among teammates.
- Game Strategy:** Forces teams to adjust tactics, emphasizing the importance of consistent and strategic serving.
- Inclusivity:** Creates a more engaging experience for players with varying serving abilities.

## Risks

- Point Tracking Complexity:** Could lead to confusion during gameplay, particularly with rotations and scoring.
- Increased Faults:** Maybe higher likelihood of double faults due to frequent serve rotations.
- Excitement Loss:** Some players and spectators may miss the intensity and drama of service streaks.

## Opportunities / Synergies

- Skill Diversity:** Encourages a broader range of skills beyond powerful serving.
- Longer Rallies:** Potential for extended gameplay as serve dominance is minimized, leading to more engaging matches.
- A fair distribution of the importance of different aspects of the game.**

# S.5 - Same number of serves for every player (Equal Serving Rule)

Package: AL

SERVING

## 4.2. Serving Order.

4.2.1. The player who serves the first point serves from the right side of their partner.

4.2.2. After the first point, the opposing team serves the next two points. The new server is the receiver of the last valid serve.

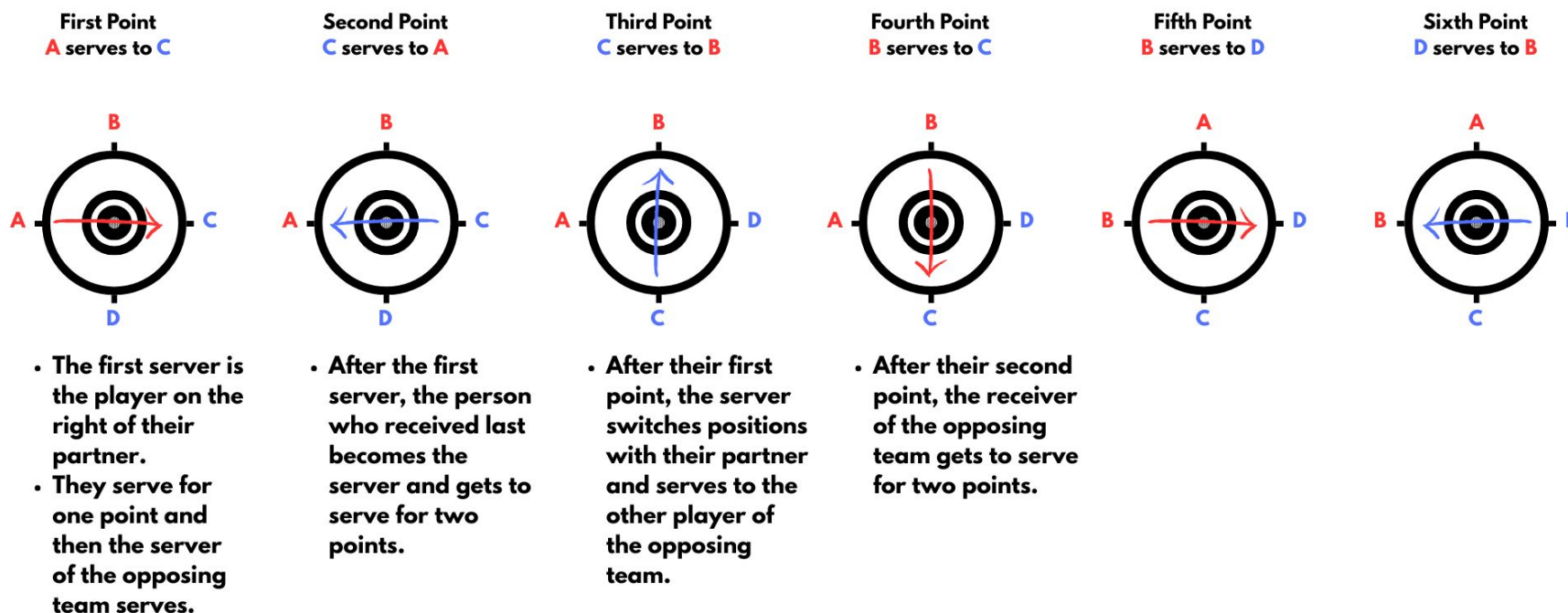
After the server's first point, they switch positions with their partner and serve to the other member of the opposing team. This sequence continues until the end of the game or a "win by two" scenario is reached.

4.2.2.1. When the teams reach the 'win by two' scenario and the target score is reached (i.e. it is 21-20), one serve per player is used and the serve rotation is interrupted. The players remain in the same positions for the rest of the game. The server order then starts with the last person to serve from the team not currently serving, and this logic is then maintained.

Flowchart:

## SERVICE ROTATIONS

TEAM A & B vs TEAM C & D



# S.5 - Same number of serves for every player (Equal Serving V2)

Package: **AL**

**SERVING**

- 3.8.8. Players rotate one position counterclockwise to equalize conditions each time two servers finish their turn. (ie after the 3rd point, 7th point, 11th point, 15th point, etc.)
- 4.2. Serving Order.
  - 4.2.1. The player who serves the first point serves from the right side of their partner.
  - 4.2.2. After the first point, the opposing team serves the next two points and all servers start from the left of their partner.  
After the server's first point, they switch positions with their partner and serve to the other member of the opposing team. This sequence continues until the end of the game or a "win by two" scenario is reached.
    - 4.2.2.1. When the teams reach the 'win by two' scenario and the target score is reached (i.e. it is 21-20), one serve per player is used and the serve rotation is interrupted. The players remain in the same positions for the rest of the game. The server order then starts with the last person to serve from the team not currently serving, and this logic is then maintained.

## Current Version:

4.2.1 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. The service possession switches once the opposing team scores a point. They now have 1 and thus start serving from the left.

## Related rules:

- 3.3. Rally
- 3.8. Positions
- 4.3. Serving Position

## Description of the new

- Each round, every player has two serves, alternating between the right and left positions, with two attempts per serve. The first server starts with a single serve. After the second serve, the right to serve rotates to the opposing player. Once both teams enter overtime (beyond the regular point target), each player has only one serve per round, still with two attempts. The exact formulation will be provided in the event of a test.
- As soon as a team has reached the target number of points (by a set to 21: 21-20), it begins with one serve per player. In a set to 21 (without hardcap), the serving order is: player C, B, D, A, C, B, D, A, etc. . In a set to 15 (without hardcap) the order is: D, A, C, B, D, A, etc..

## Impact

- Fair Play:** Reduces the dominance of strong serverball players, ensuring a more balanced contribution among teammates.
- Game Strategy:** Forces teams to adjust tactics, emphasizing the importance of consistent and strategic serving.
- Inclusivity:** Creates a more engaging experience for players with varying serving abilities.

## Risks

- Point Tracking Complexity:** Could lead to confusion during gameplay, particularly with rotations and scoring.
- Increased Faults:** Maybe higher likelihood of double faults due to frequent serve rotations.
- Excitement Loss:** Some players and spectators may miss the intensity and drama of service streaks.

## Opportunities / Synergies

- Skill Diversity:** Encourages a broader range of skills beyond powerful serving.
- Longer Rallies:** Potential for extended gameplay as serve dominance is minimized, leading to more engaging matches.
- A fair distribution of the importance of different aspects of the game.**

# S.5 - Same number of serves for every player (Equal Serving V2)

Package: AL

SERVING

## 4.2. Serving Order.

4.2.1. The player who serves the first point serves from the right side of their partner.

4.2.2. After the first point, the opposing team serves the next two points and all servers start from the left of their partner.

After the server's first point, they switch positions with their partner and serve to the other member of the opposing team. This sequence continues until the end of the game or a "win by two" scenario is reached.

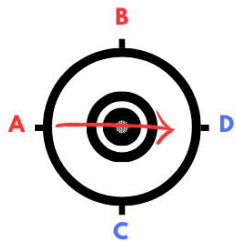
4.2.2.1. When the teams reach the 'win by two' scenario and the target score is reached (i.e. it is 21-20), one serve per player is used and the serve rotation is interrupted. The players remain in the same positions for the rest of the game. The server order then starts with the last person to serve from the team not currently serving, and this logic is then maintained.

Flouchart:

## SERVICE ROTATIONS

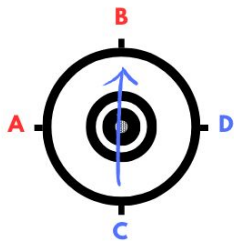
### TEAM A & B vs TEAM C & D

First Point  
A serves to D



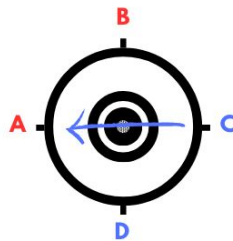
- The first server is the player on the right of their partner.
- They serve for one point and then the server of the opposing team serves.

Second Point  
C serves to B



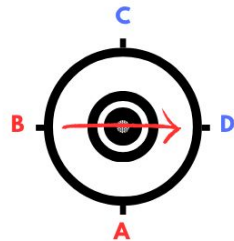
- After the first server, all servers start from the left of their partner and get to serve for two points.

Third Point  
C serves to A



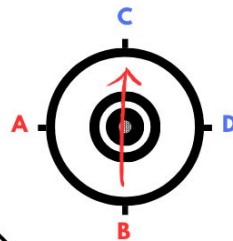
- After their first point, the server switches positions with their partner and serves to the other player of the opposing team.

Fourth Point  
B serves to D



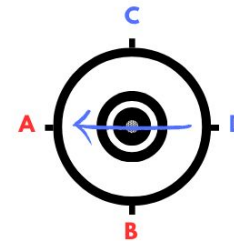
- After their second point, the server of the opposing team gets to serve for two points.

Fifth Point  
B serves to C



Players rotate one position counterclockwise to equalize conditions each time two servers finish their turn. (ie after the 3<sup>rd</sup> point, 7<sup>th</sup> point, 11<sup>th</sup> point, 15<sup>th</sup> point, etc.)

Sixth Point  
D serves to A



# S.7 - No split stance on serve

Package: **AL**

**SERVING**

4.4.1. Before serving, the server must set their feet centered over their serving position with all points of contact behind the 7-foot service line. The left foot must be on the left side of the serving hash or parallel with it. The right foot must be on the right side of the serving hash or parallel with it.

## Current Version:

No current version.

## Related rules:

4.4. Characteristics of the serve

## Description of the new

- It is not permitted to execute the serve in a split stance. This means that the right foot may not start on the left side and vice versa.
- Option: In the case of a test, it is taken into consideration that the stance of the end of the serve may be no wider than shoulder width at the start of the serve.

## Impact

- Fair Play: Eliminates the advantage gained by overly wide split stances, promoting a more balanced serving approach.
- Skill Adjustment: Players may need to adapt to a narrower stance, focusing on precision and control rather than leverage.
- Rule Clarity: Simplifies the serving stance requirement, making it easier to enforce during gameplay.
- Game Speed: Adjusting stance rules could initially slow gameplay as players adapt.

## Risks

- Player Resistance: Some players may feel restricted by the removal of a common serving technique.
- Adaptation Period: Players accustomed to split stances might face a learning curve to adjust their serving mechanics.
- Short-term fix: While the rule change may address the issue temporarily, it risks being perceived as a band-aid solution without tackling the underlying problems in a sustainable way.

## Opportunities / Synergies

- Alternatives to Split Stance: Testing dynamic proposals, such as limiting steps to post-toss movements, could refine serving mechanics.



# S.8 - Reduce time to serve

Package: **AL**

**SERVING**

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 the serve number ("first" or "second"). (2) The receiver must verbally acknowledge readiness within three seconds. (3) The server must announce "service" or "**serve**" within three seconds.(4) The server may begin their serving motion and has **three** seconds to toss the ball. Any delays in this process are subject to a delay of game violation (see 3.10).

## Current Version:

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 the serve number ("first" or "second"). (2) The receiver must verbally acknowledge readiness within three seconds. (3) The server must announce "service" 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).

## Related rules:

4.6. Service faults

## Description of the new

- Reduce the time to serve from 5 to 3 seconds.
- The implementation of the rules has implications for various other rules and therefore there will be adjustments depending on the rules that are still being tested in parallel.

## Impact

- Speeds up the pace of play, allowing for more fluid gameplay and shorter match times.
- Less Aces: Potentially reduces the effectiveness of aces, as servers may feel pressured by the shorter time limit, resulting in less precision or power.

## Risks

- Makes an already difficult rule to regulate even more prone to disputes, particularly in self-officiated games.
- More double faults: Could create unnecessary stress for players, leading to rushed and less strategic serves.

## Opportunities / Synergies

- Maintains creativity in serves while curbing excessive faking, addressing a common criticism of the current rules.
- Aligns with the goal of increasing game tempo, synergizing with other rules designed to promote dynamic and engaging gameplay.

# HITTING

## Rules of the packages

H.2 - No Drop  
Zone on Hit

H.1 - 3 touches required by  
receiving team on first  
possession

H.3 - No Hit Zone by 110cm for  
open & 100cm for women

## Alternative List



# H.1 - 3 touches required by receiving team on first possession

Package:

A

## 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:

5.5.1.5 The receiving team returns the serve without using three touches.

HITTING

## Current Version:

5.2.2. A team is entitled to a maximum of 3 hits alternating between players for returning the ball to the set.

## Related rules:

5.5. Hits on the net

## Description of the new

- If the ball is returned on the first possession (directly after the serve) and hits the net after the second touch of the team, it results in a loss of a point for the hitting team.

## Impact

- Better Defense Chances: More time and clarity for defenders to position and react after a put-on serve, because of the clarity of no hit on 2.
- Increased Predictability: Defenders know who will hit, allowing for improved strategic positioning.

## Risks

- Might limit offensive creativity, putting pressure on attackers.

## Opportunities / Synergies

- New Defensive Tactics: Promotes strategic defensive setups.
- Fairer gender dynamics in the game: Eliminates gender-specific tactics that limit the number of female players in the game

# H.2 - No Drop Zone on Hit

Package: **B**

**HITTING**

## 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:

5.5.1.6 The ball exits the net legally but lands on or within the No Hit Zone lines.

## Current Version:

No current version.

## Related rules:

1.2. Court  
5.5. Hits on the net

## Description of the new

- If the ball legally touches the net during play and then lands within the No-Hit Zone (NHZ) or on the line it is a loss of point.
- The open size of the NHZ is used for mixed tournaments.

## Impact

- Improved Defense: Strengthens defensive positioning and coverage by focusing players on strategic areas.
- Balanced Gameplay: Reduces impossible drop shots, making defensive plays more feasible and balanced.
- Strategic Focus: Changes setup dynamics by emphasizing attention on specific zones, encouraging more predictable and strategic gameplay.
- Reduced Pressure: Less pressure on defense, as fewer tricky drop shots require intense focus and reaction times to cover unexpected plays.

## Risks

- Gameplay Disruption: Could reduce overall gameplay fluidity by adding new regulations that require frequent clarification.
- Adaptation Challenges: May necessitate adjustments per division or skill level to align with varying playing styles and preferences.
- Potential for discussion and observation difficulties: The definition of contact will inevitably lead to discussion due to the different perspectives. This cannot be 100% eliminated with any formulation.

## Opportunities / Synergies

- Enhanced Ruleset: Combines effectively with existing no-drop zone rules on serve, enhancing defense without drastically changing core gameplay.
- Flexible Implementation: Testing various configurations offers flexibility to tailor the rule to different formats, divisions, or play levels.

# H.3 - Expanded No Hit Zone (Version A)

Package: **B**

**HITTING**

## 5.6. No Hit Zone

5.6.1. The 110 cm (3.61 feet) area from the center of the net for the open/men's division and 100cm (3.28 feet) from the center of the net for women's division is the No Hit Zone. The final hit of all possessions must be initiated outside of this area. For mixed play, each gender will use their respective No Hit Zone line.

## Current Version:

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

## Related rules:

1.2. Court  
5.6. No Hit Zone

## Description of the new

- Increase NHZ size to 110 cm for open and 100 cm for women instead of 90 cm and different NHZ sizes for open and women.
- The recommendation for Coed is that both sizes are marked with different colours, even if this leads to additional work. This makes it possible to adapt to the different average physical circumstances.
- The goal is to limit attack options and improve defense.

## Impact

- Adjusted Angles: Changes attack and defense angles, creating new challenges for both.
- Height Advantage: Taller players gain a relative advantage due to their reach.
- Footwork Demand: Increases the need for precise footwork and movement to adapt to the larger NHZ.

## Risks

- Height Bias: Taller players may still retain significant advantages, despite changes.
- Adaptation Challenges: Requires players to adjust to new dynamics, leading to potential short-term confusion.
- Injury Risk: Increased movement could result in higher chances of strain or injury.
- Testing Complexity: Requires extensive testing and validation to ensure the new sizes are effective and balanced.

## Opportunities / Synergies

- Balanced Gameplay: Differentiated NHZ sizes for open and women create balanced opportunities and strategic fairness.
- Tactical Depth: Adds new tactical layers to defensive and offensive gameplay.
- Adaptation in Coed: Coed games can adopt unique sizes to address gender-specific needs effectively.
- Better Spectator Experience: Enhances viewing with more strategic plays and improved defensive maneuvers.

# H.3 - Expanded No Hit Zone (Version B)

Package: **B**

## 5.6. No Hit Zone

5.6.1. The 100 cm (3.28 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.

**HITTING**

## Current Version:

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

## Related rules:

1.2. Court  
5.6. No Hit Zone

## Description of the new

- Increase NHZ size to 100 cm instead of 90 cm.
- The goal is to limit attack options and improve defense.

## Impact

- Adjusted Angles: Changes attack and defense angles, creating new challenges for both.
- Height Advantage: Taller players gain a relative advantage due to their reach.
- Footwork Demand: Increases the need for precise footwork and movement to adapt to the larger NHZ.

## Risks

- Height Bias: Taller players may still retain significant advantages, despite changes.
- Adaptation Challenges: Requires players to adjust to new dynamics, leading to potential short-term confusion.
- Injury Risk: Increased movement could result in higher chances of strain or injury.
- Testing Complexity: Requires extensive testing and validation to ensure the new sizes are effective and balanced.

## Opportunities / Synergies

- Balanced Gameplay: Differentiated NHZ sizes for men and women create balanced opportunities and strategic fairness.
- Tactical Depth: Adds new tactical layers to defensive and offensive gameplay.
- Adaptation in Coed: Coed games can adopt unique sizes to address gender-specific needs effectively.
- Better Spectator Experience: Enhances viewing with more strategic plays and improved defensive maneuvers.

# DEFENCE

## Rules of the packages

[D.1.1 - Servers Teammate free to move](#)

[D.1.2 - Servers Teammate free to move \(Advanced\)](#)

[D.2 - Receivers Teammate is free to move on a straight line](#)

[D.3 - Simultaneous Contacts](#)

## Alternative List

[D.4 - Soft touch doesn't count as a touch](#)

[D.5 - Soft touch on serve receive](#)

# D.1.1 - Servers teammate free to move

Package: **A**

DEFENCE

3.8.6. The server's teammate is free to move outside of the service circle after the server has announced "Service" (Step 3 of rule 4.5.1.)

4.5.1.2.2. Server's Teammate: After the server announces the score, the server's teammate may not step until after the server announces "service" and may not enter the service circle until after the ball is struck.

3.8.9. If a non-receiving or non-serving player moves in an illegal manner during the serving sequence, they lose the point. In the case where both non-receiving and non-serving player move illegally, the team that moved first will lose the point. If the infractions happen simultaneously the point will be replayed.

## Current Version:

3.8.6. The other two players may only move from their positions once the ball is hit by the server

4.5.1.2.2. Server's Teammate: After the server announces the score, the server's teammate may not step until after the serve is struck.

## Related rules:

3.8. Positions  
3.8.9 - Loss of point  
3.10. Time Between Points

## Description of the new

- The server's teammate can move freely on the court after "Service" has been announced..
- A minimum distance of 1 meter from the service line is recommended.
- Hinder rules are in effect
- Conduct rules are in effect - any attempt to intentionally distract or interfere with the receiving team is against the spirit of fair play and will be handled under the misconduct rules
- If the server's teammate is constantly running behind the receiver before the serve, the observer would do well to position himself on the receiver's shoulder opposite the server's teammate. The aim is always to give the players the lead, but we still hope for mutual understanding here.

## Impact

- Improved Defense: Enhances defensive positioning, as the defending team is better prepared.
- Strategic Flexibility: Allows for tailored defensive setups and better reaction options.
- Longer Rallies: Encourages extended rallies, strengthening overall gameplay.

## Risks

- Increased Referee Calls: Higher risk of disputes over intentional hindrance situations.
- Injury Hazards: Close positioning near the service line or in opponents' line of sight may lead to distractions or injuries.
- Coordination Complexity: Might add complexity to team strategies if not well-integrated into the existing game flow.

## Opportunities / Synergies

- Balanced Dynamics: Improves serve-receive dynamics by balancing offensive and defensive strategies.
- Creative Strategies: Enables tailored defensive strategies for different setups.
- Simplified Enforcement: Makes enforcing the rule easier compared to measuring exact distances like the 1-meter rule.

# D.1.2 - Servers teammate free to move (advanced)

Package: **A**

**DEFENCE**

- 3.8.6. The server's teammate is free to move outside of the service circle after the server has set roughly their position (Step 3 of rule 4.5.1.)
- 4.5.1.2.2. Server's Teammate: Once the server is set in their position their teammate may adjust their position and is free to move. They do not need to return to their position on subsequent service attempts within the same point. They may not enter the service circle until after the ball is struck.
  - 4.5.1.2.2.1. The server's teammate is not allowed to cross in front of or directly in between the receiving team and doing so will result in a loss of point. All hinder rules are in effect (see chapter 6).
- 3.8.9. If a non-receiving or non-serving player moves in an illegal manner during the serving sequence, they lose the point. In the case where both non-receiving and non-serving player move illegally, the team that moved first will lose the point. If the infractions happen simultaneously the point will be replayed.

## Current Version:

- 3.8.6. The other two players may only move from their positions once the ball is hit by the server
- 4.5.1.2.2. Server's Teammate: After the server announces the score, the server's teammate may not step until after the serve is struck.

## Related rules:

- 3.8. Positions
- 3.8.9 - Loss of point
- 3.10. Time Between Points

## Description of the new

- The server's teammate can move freely after the server has set their position.
- A minimum distance of 1 meter from the service line is recommended.
- Hinder rules are in effect.
- Conduct rules are in effect - any attempt to intentionally distract or interfere with the receiving team is against the spirit of fair play and will be handled under the misconduct rules.
- If the server's teammate is constantly running behind the receiver before the serve, the observer would do well to position himself on the receiver's shoulder opposite the server's teammate. The aim is always to give the players the lead, but we still hope for mutual understanding here.

## Impact

- Improved Defense: Enhances defensive positioning, as the defending team is better prepared.
- Strategic Flexibility: Allows for tailored defensive setups and better reaction options.
- Longer Rallies: Encourages extended rallies, strengthening overall gameplay.

## Risks

- Increased Referee Calls: Higher risk of disputes over intentional hindrance situations.
- Injury Hazards: Close positioning near the service line or in opponents' line of sight may lead to distractions or injuries.
- Coordination Complexity: Might add complexity to team strategies if not well-integrated into the existing game flow.

## Opportunities / Synergies

- Balanced Dynamics: Improves serve-receive dynamics by balancing offensive and defensive strategies.
- Creative Strategies: Enables tailored defensive strategies for different setups.
- Simplified Enforcement: Makes enforcing the rule easier compared to measuring exact distances like the 1-meter rule.

# D.1.2 - Servers teammate free to move (most lenient)

Package: **A**

DEFENCE

3.8.6. The server's teammate is free to move outside of the service circle at any time

4.5.1.2.2. Server's Teammate: The server's teammate may adjust their position and is free to move at any point. They do not need to return to their position on subsequent service attempts within the same point. They may not enter the service circle until after the ball is struck.

4.5.1.2.2.1. The server's teammate is not allowed to cross in front of or directly in between the receiving team and doing so will result in a loss of point. All hinder rules are in effect (see chapter 6).

3.8.9. If a non-receiving or non-serving player moves in an illegal manner during the serving sequence, they lose the point. In the case where both non-receiving and non-serving player move illegally, the team that moved first will lose the point. If the infractions happen simultaneously the point will be replayed.

## Current Version:

3.8.6. The other two players may only move from their positions once the ball is hit by the server

4.5.1.2.2. Server's Teammate: After the server announces the score, the server's teammate may not step until after the serve is struck.

## Related rules:

3.8. Positions  
3.8.9 - Loss of point  
3.10. Time Between Points

## Description of the new

- The server's teammate can move freely after the server has set their position.
- A minimum distance of 1 meter from the service line is recommended.
- Hinder rules are in effect.
- Conduct rules are in effect - any attempt to intentionally distract or interfere with the receiving team is against the spirit of fair play and will be handled under the misconduct rules.
- If the server's teammate is constantly running behind the receiver before the serve, the observer would do well to position himself on the receiver's shoulder opposite the server's teammate. The aim is always to give the players the lead, but we still hope for mutual understanding here.

## Impact

- Improved Defense: Enhances defensive positioning, as the defending team is better prepared.
- Strategic Flexibility: Allows for tailored defensive setups and better reaction options.
- Longer Rallies: Encourages extended rallies, strengthening overall gameplay.

## Risks

- Increased Referee Calls: Higher risk of disputes over intentional hindrance situations.
- Injury Hazards: Close positioning near the service line or in opponents' line of sight may lead to distractions or injuries.
- Coordination Complexity: Might add complexity to team strategies if not well-integrated into the existing game flow.

## Opportunities / Synergies

- Balanced Dynamics: Improves serve-receive dynamics by balancing offensive and defensive strategies.
- Creative Strategies: Enables tailored defensive strategies for different setups.
- Simplified Enforcement: Makes enforcing the rule easier compared to measuring exact distances like the 1-meter rule.



# D.2 - Receivers Teammate is free to move on a straight line

Package: **A**

DEFENCE

- 3.8.7. The receiver's teammate can move from their position after the server has announced "Service" (Step 3 of rule 4.5.1.).
- 3.8.7.1. The receiver's teammates movement must follow an imaginary straight line extending from the center of the court through their starting position. The receiver's teammates must remain outside the serving line until the serve is hit.
- 3.8.9. If a non-receiving or non-serving player moves in an illegal manner during the serving sequence, they lose the point. In the case where both non-receiving and non-serving player move illegally, the team that moved first will lose the point. If the infractions happen simultaneously the point will be replayed.

## Current Version:

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.

## Related rules:

- 3.8. Positions
- 3.8.9. Loss of point
- 3.10. Time Between Points

## Description of the new

- The receiver's teammate can move backwards or forwards after the word "Service" or "Serve" is announced (step 3 of rule 4.5.1).
- Movement is restricted to outside the serving line and must align with an imaginary straight line extending from the center of the court through their starting position.
- The teammate's movement should stay as closely as possible along the designated line. Significant deviations may result in a point being awarded to the serving team, but fairness and discretion should guide the enforcement.
- Any obstruction caused by the receiver's teammate, whether physical or verbal, is considered intentional and will result in a point for the serving team. Unintentional obstructions may lead to a replay of the point.

## Impact

- Structured Movement: Encourages disciplined and predictable movement from the receiver's teammate.
- Defensive Stability: Helps maintain defensive setups by limiting unnecessary or disruptive movements.
- Fair Enforcement: Ensures fair play by introducing clear guidelines for movement.
- Reduced unsportsmanlike behaviour: Reduces the number of unfair points scored by the serve team due to provoked movements or deceptions by teammates of the receiver.

## Risks

- Subjective Judgments: Relying on discretion for enforcement might lead to inconsistent rulings.
- Increased Disputes: Misinterpretations of the "imaginary line" or deviations could result in disputes during gameplay.

## Opportunities / Synergies

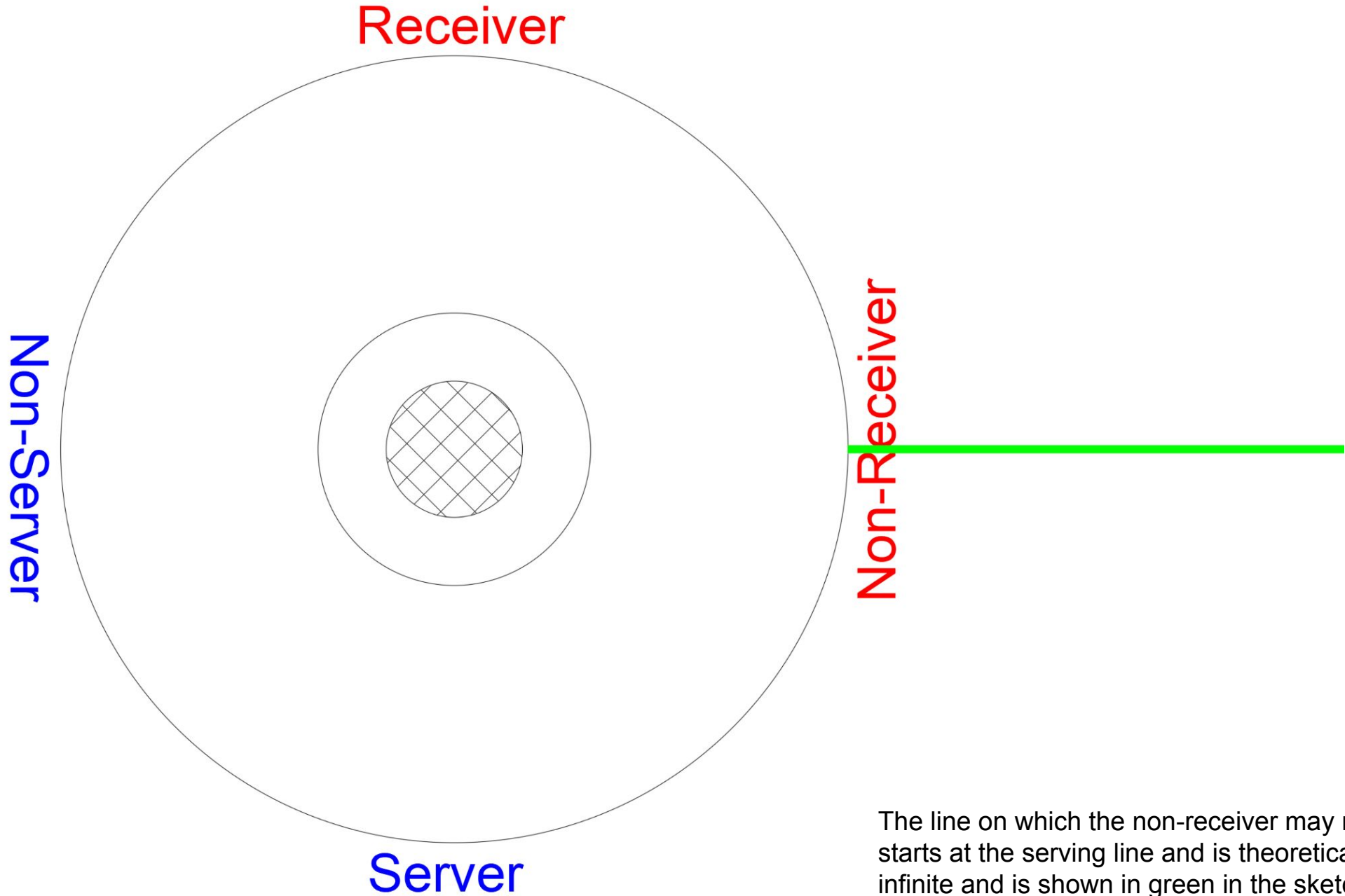
- Strategic Gameplay: Encourages strategic positioning within clearly defined boundaries.
- Simplified Rulings: Clear movement rules make it easier for referees and players to understand and enforce.
- Enhanced Flow: Reduces potential for disruptive movement, keeping the game smooth and dynamic.

## D.2 - Receivers Teammate is free to move on a straight line

Package:

A

DEFENCE



The line on which the non-receiver may move starts at the serving line and is theoretically infinite and is shown in green in the sketch.

## D.3 - Simultaneous Contacts

Package: A&B

DEFENCE

5.2.4 Simultaneous Contacts - If on the first contact of a possession teammates touch the ball simultaneously it is counted as one hit. Either teammate may take the next hit. After the first touch, simultaneous contacts count as two hits.

5.3.5. At the first hit of the team on a possession, the ball may contact various parts of one or both player's bodies consecutively, provided that the contacts occur during one action. These consecutive contacts count as one hit.

### Current Version:

5.2.4 Simultaneous Contacts - If teammates touch the ball simultaneously it is counted as two hits. Either teammate may take the next hit provided they have not already used all three hits.

5.3.5. At the first hit of the team on a possession, the ball may contact various parts of the body consecutively, provided that the contacts occur during one action. A player may have consecutive contacts on the same hand (i.e palms to finger) as long as it does not result in a catch and/or throw. These consecutive contacts count as one hit.

### Related rules:

### Description of the new

- On the first defensive touch, both teammates are allowed to touch the ball simultaneously as long as it happens in the same motion.
- This counts as one touch, but the next touch cannot be played directly onto the net.
- The rule aims to enhance defensive options and improve rally dynamics without compromising the flow of the game.
- If there is a simultaneous first contact between teammates that goes back to the net (ending the possession with only 1 touch) and one of the players is inside the NHZ at the moment of the touch, it is considered an illegal hit and an NHZ fault.

### Impact

- Improved Defense: Strengthens defensive options, allowing for strategic double blocks without penalty.
- Extended Rallies: Enhances rally continuity, leading to more dynamic and engaging gameplay.
- Fewer Dead Points: Reduces end-of-point faults, potentially increasing overall match flow and excitement.

### Risks

- Complex Rule Enforcement: Restricting the next touch from being a direct hit adds unnecessary complexity, potentially leading to confusion.
- Limited Gains: Double-touch scenarios are rare, so the actual benefit might not justify the added complexity.
- Potential Misuse: Misinterpretation of what constitutes "same motion" could lead to disputes.

### Opportunities / Synergies

- Enhanced Defensive Strategies: Encourages more robust techniques, like double blocks, without penalizing players.
- Rule Cohesion: Integrates seamlessly with current rules on simultaneous contacts (5.2.4 and 5.3.5), maintaining game coherence.
- Better Gameplay Experience: Promotes longer rallies and creative defensive plays, enhancing the overall spectator and player experience.

## D.4 - A soft touch doesn't count as a touch:

Package: **AL**

**DEFENCE**

5.3.6 After the first hit of the team on a possession, a player may hit the ball once more consecutively, if their first hit occurs before the ball begins a downward trajectory. This action will be counted as the first 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.

Exception see rule 5.3.6.

### Current Version:

5.3.6 After the first hit of the team on a possession, a player may hit the ball once more consecutively, if their first hit occurs before the ball begins a downward trajectory. This action will be counted as a second hit.

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

### Related rules:

5.2. Hitting the ball  
5.4. Infractions in Playing the Ball

## Description of the new

- A soft touch on the first defensive hit does not count as an additional touch.
- This allows players to perform soft touches without it being counted as an extra hit, provided the touch occurs before the ball begins its downward trajectory.
- This change promotes strategic play and continuity in defensive actions.
- 

### Impact

- **Simplified Defense:** Makes defensive actions easier by allowing soft touches without adding to the touch count.
- **Strategic Play:** Encourages finesse and controlled touches, adding depth to team strategy.
- **Flow Maintenance:** Keeps the game flowing by allowing better defensive continuity and avoiding penalties for soft touches.

### Risks

- **Defensive Complexity:** Could make defensive setups overly reliant on soft touches, challenging players to handle subsequent hits effectively.
- **Offensive Dominance:** Gives an advantage to offensive teams, potentially weakening defensive balance.
- **Enforcement Challenges:** Misinterpretation of what constitutes a "soft touch" could lead to disputes or confusion.
- **Mixed Division Imbalance:** Allows male players to dominate attacks, regardless of whether the soft touch is made by the male or female player, potentially creating an unfair dynamic in mixed teams.

### Opportunities / Synergies

- **Enhanced Collaboration:** Promotes better teamwork as players can rely on soft touches as part of defensive tactics.
- **Tactical Depth:** Adds more finesse and complexity to defensive strategies, making games more dynamic and engaging.
- **Game Balance:** Balances offensive and defensive capabilities, allowing for fairer and more strategic gameplay.

## D.5 - Soft touch on serve receive

Package: **AL**

**DEFENCE**

5.3.6 After the first hit of the team on a possession, a player may hit the ball once more consecutively, if their first hit occurs before the ball begins a downward trajectory. This action will be counted as a second hit. 5.3.6.1. Consecutive contacts as described in 5.3.6 cannot result in an immediate hit on the net.!

### Current Version:

5.3.6 After the first hit of the team on a possession, a player may hit the ball once more consecutively, if their first hit occurs before the ball begins a downward trajectory. This action will be counted as a second hit. 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.

### Related rules:

### Description of the new

- The soft touch, which was previously prohibited, is now allowed during serve reception.
- Players may perform consecutive touches on the first hit, provided the initial contact occurs before the ball begins its downward trajectory.
- These consecutive touches count as two hits and cannot directly result in a play on the net.

### Impact

- Easier Reception: Facilitates smoother serve reception and increases the potential for longer rallies.
- Strategic Transition: Allows teams to transition more effectively from defense to offense.

### Risks

- Shortened Rallies: May result in reduced rallies if quick offensive plays end points prematurely.
- Offensive Dominance: Gives an advantage to offensive teams, potentially weakening defensive balance.
- Increased Complexity: Could confuse players and referees regarding timing and trajectory conditions.

### Opportunities / Synergies

- Improved Receive: Provides teams with more defensive tools to counter strong serves effectively.
- Strategic Depth: Adds a new layer of strategy to serve reception and team setups.

Stay tuned via our [website](#) and newsletter.

