



# TEAM SPORTS

## GENERAL RULES

### **Article 1.1.**

Tournaments in each team sports take place in 5 days.

### **Article 1.2.**

Each team must present themselves with two sets of shirts of different colour. The two sets of shirts are numbered in the same way.

### **Article 1.3**

All the coaches have to give the names of the players and their shirt numbers, for the duration of the FISEC-Games. The names of the players and their shirt numbers should be the same as those on the list "contrôle d'identité" and on the FISEC identity card.

### **Article 1.4 Minimum and Maximum Age for Players**

**In the 2024 FICEP-FISEC games, the male and female players of the team sports should be born in 2007, 2008 or 2009.**

## **Article 2**

### **2.1 Procedure to be followed in case of equality**

2.1.1 During the crossed semi-finals and the final for 1st and 2nd placing, in case of a draw at the end of the match.

- For futsal and handball a 2 x 5 minutes extra-time will be played.
- For basket-ball, a 5 minute-extra-time will be played as long as necessary.
- For football, penalty kicks will be made from 11 m straight after the end of the match.

2.1.2 For Futsal and Handball, in case of a draw at the end of the extra-time, penalty kicks will be made following the International rules.

## 2.2 Arbitration

2.2.1 The COJFI proposes the referees. In each sport, the venue manager for the COJFI and the OTI agree on the referee nomination for some matches, especially on those which will officiate in semi-final or final.

2.2.2 For Football, the COJFI introduces 3 referees. The OTI officiates as 4th referee.

## 2.3 Match Sheet

The referees and the captains of the teams must sign match sheet.

In Basketball only the referees have to sign. The captain should only sign if the team is lodging a protest.

## Article 3

It is possible to have three teams from one country for each team sport.

3.1. In case a country has 2 or 3 teams in the same team sports, these ones are not automatically put in different groups during the drawing of lots but will have to play the first match if they are in the same group.

3.2. If there are only 3 teams out of which 2 are from the same country, the first match will automatically bring together the 2 teams from the same country.

## Article 4. Length of the games

	<b>Full time</b> in case of 1 match per day	<b>Reduced time</b> In case of 2 matches per day *
Basket-ball	4 x 10 minutes	4 x 8 minutes
Football	2 x 30 minutes	2 x 30 minutes
Futsal	2 x 25 minutes	2 x 25 minutes
Handball	2 x 25 minutes	2 x 20 minutes
Volleyball	Best of 5 sets	Best of 5 sets

\* matches in reduced time relate to the 1<sup>st</sup> and 2<sup>nd</sup> days 4 teams tournaments (indoor sports) as well as the tournaments gathering 9 teams or more.

According to the number of teams, tournaments in each sport (except Futsal) take place as follows:

### Article 5.1. 4 Team - tournament

Teams: A, B, C, D                      10 matches on the tournament

- Day 1: A vs. B / C vs. D
- Day 2: A vs. C / B vs. D
- Day 3: B vs. C / A vs. D
- Day 4:
  - semi-final 1: 1<sup>st</sup> vs. 4<sup>th</sup>

- semi-final 2: 2<sup>nd</sup> vs. 3<sup>rd</sup>
- Day 5:
  - 3<sup>rd</sup> place: 3<sup>rd</sup> vs. 4<sup>th</sup>
  - Final: 1<sup>st</sup> vs. 2<sup>nd</sup>

## 5.2. 5 Team - tournament

Teams: A, B, C, D, E (reduce time in the first round)      13 matches on the tournament

- Day 1: A vs. B / C vs. D  
B vs. C / A vs. E
- Day 2: D vs. E / A vs. C  
B vs. E
- Day 3: C vs. E / B vs. D
- Day 4: Day 4: A vs. D (morning) / Match between the 4th and the 5th (W) (afternoon)
- Day 5:
  - 3<sup>rd</sup> place: 3<sup>rd</sup> vs. the “W” match winner
  - Final: 1<sup>st</sup> vs. 2<sup>nd</sup>

## 5.3. 6 Team - tournament - 2 groups:

Teams: Group 1: A, B, C      Group 2: X, Y, Z      12 matches on the tournament

- Day 1: A vs. B / X vs. Y
- Day 2: B vs. C / Y vs. Z
- Day 3: C vs. A / Z vs. X
- Day 4:
  - 5-6<sup>th</sup> place: Group 1 3<sup>rd</sup> vs. Group 2 3<sup>rd</sup> (1<sup>st</sup> match)
  - semi-final 1: Group 1 2<sup>nd</sup> vs. Group 2 1<sup>st</sup>
  - semi-final 2: Group 2 2<sup>nd</sup> vs. Group 1 1<sup>st</sup>
- Day 5:
  - 5-6<sup>th</sup> place: Group 1 3<sup>rd</sup> vs. Group 2 3<sup>rd</sup> (2<sup>nd</sup> match)
  - 3<sup>rd</sup> place: semi-finals losers
  - Final: semi-finals winners

## 5.4. 7 Team - tournament: 2 groups

Teams: Group 1: A, B, C, D      Group 2: X, Y, Z      16 matches on the tournament

- Day 1: A vs. B / C vs. D / X vs. Y
- Day 2: D vs. B / A - C / X vs. Z
- Day 3: A vs. D / B vs. C / Y vs. Z
- Day 4:
  - Group 1 4<sup>th</sup> vs. Group 2 3<sup>rd</sup> (reduce time)
  - semi-final 1: Group 1 2<sup>nd</sup> vs. Group 2 1<sup>st</sup>
  - semi-final 2: Group 2 2<sup>nd</sup> vs. Group 1 1<sup>st</sup>
  - Group 1 4<sup>th</sup> vs. Group 1 3<sup>rd</sup> (reduce time)
- Day 5:
  - 5-7<sup>th</sup> place: Group 1 3<sup>rd</sup> vs. Group 2 3<sup>rd</sup> (reduce time)
  - 3<sup>rd</sup> place: semi-finals losers
  - Final: semi-finals winners

## 5.5. 8 Team - tournament: 2 groups

Teams: Group 1: A, B, C, D    Group 2: W, X, Y, Z    20 matches on the tournament

- Day 1: A vs. B / C vs. D / W vs. X / Y vs. Z
- Day 2: A vs. C / B - D / W vs. Y / X vs. Z
- Day 3: A vs. D / B vs. C / W vs. Z / X vs. Y
- Day 4:
  - semi-final 1: Group 1 1<sup>st</sup> vs. Group 2 2<sup>nd</sup>
  - semi-final 2: Group 2 1<sup>st</sup> vs. Group 1 2<sup>nd</sup>
  - match 3: Group 1 3<sup>rd</sup> vs. Group 2 4<sup>th</sup>
  - match 4: Group 2 3<sup>rd</sup> vs. Group 1 4<sup>th</sup>
- Day 5:
  - 7-8<sup>th</sup> place: loser match 3 vs. loser match 4
  - 5-6<sup>th</sup> place: winner match 3 vs. winner match 4
  - 3<sup>rd</sup> place: semi-finals losers
  - Final: semi-finals winners

### 5.6. 9 Team - tournament: 2 groups

Teams: Group 1: A, B, C, D, E (reduce time in the first round)  
Group 2: W, X, Y, Z    24 matches on the tournament

- Day 1:
  - A vs. B / C vs. D / W vs. X / Y vs. Z
  - B vs. C / A vs. E
- Day 2:
  - D vs. E / A vs. C / W vs. Y / X vs. Z
  - A vs. D / B vs. E
- Day 3:
  - C vs. E / B vs. D / W vs. Z / X vs. Y
- Day 4:
  - semi-final 1: Group 1 1<sup>st</sup> vs. Group 2 2<sup>nd</sup>
  - semi-final 2: Group 2 1<sup>st</sup> vs. Group 1 2<sup>nd</sup>
  - match 3: Group 1 3<sup>rd</sup> vs. Group 2 4<sup>th</sup>
  - match 4: Group 2 3<sup>rd</sup> vs. Group 1 4<sup>th</sup>
- Day 5:
  - 7-8<sup>th</sup> place: loser match 3 vs. loser match 4
  - 5-6<sup>th</sup> place: winner match 3 vs. winner match 4
  - 3<sup>rd</sup> place: semi-finals losers
  - Final: semi-finals winners

## Article 6 : PROCEDURE FOR THE SELECTION OF THE TEAM SPORTS BY DRAWING LOTS

6.1 All the teams are classified according to the results of the FISEC-Games of the last 3 years. You will get the classification according to the following quotient :

$$\frac{\text{sum of the ranks obtained during the last 3 years}}{\text{number of participations}}$$

**N.B.** If a team doesn't take part in the competition, it will get a number of points which correspond to the number of teams that took part in the competition that year plus 1 point.

6.2 In case of a 7 to 10 team-tournament ( see 5.5 to 5.8 of the team sports general

regulations ). In this case, 2 groups are to be made.

6.2.1 The teams taking part in the competition are divided into 2 groups :

- 1st group : finalists of the previous year.
- 2nd group : other teams.

6.2.2 1st drawing lots

The 2 finalist teams of the previous year are put into a first hat. (If a finalist team of the previous year doesn't take part in in the competition, see 6.1 regulations). In a second hat, 2 papers, one written "group 1", the second "group 2".

6.2.2.1 A team is drawn from the 1st hat, then a paper from the 2nd hat; The other team from the 1st hat plays in the other group.

6.2.2.2 A letter is given by drawing lots to each of the 2 teams according to the group in which it is.

6.2.3 2nd drawing lots

- All the remaining letters are put into a same hat.
- Each team is chosen according to their classification.
- Each team is given a letter by drawing lots.

6.3 In case of an only group (see 5.1 to 5.4 of the team sports regulations).

6.3.1 All the necessary letters are put into a hat.

6.3.2 Teams are chosen one after the other; starting with the winner of the previous year, then the second team and finally in the order of the classification. In the lack of one or the 2 finalist teams of the previous year, teams are taken according to the classification.

6.3.3 Each team is given a letter by drawing lots.

## **Article 7: Presentation of the medals**

Medals are given to the teams classified in the first three places of each tournament at the end of the finale or at the end of the last match of the tournament, in case of a single group. The teams classified in the first three places must be present at the end of the tournament to receive their medals.

There is a cup for the winning team.

At the Closing Ceremony the captains of the winning teams should be forward to be present the 1<sup>st</sup> place Cup for them.

FAIR PLAY trophies are given at the time of the Closing Ceremony.

## **Article 8: Balls**

Balls used for the competition must be approved by the International Federation.

The mark of the balls has to be known for all participating countries three months before the Games.



## BASKETBALL - RULES

### Article 1

The official playing time for both girls and boys is 4 x 10 minutes with a 1 minute-break between periods 1-2 and 3-4 and a 10 minute-break between periods 2-3.

For matches with reduced time 4 x 8 minutes will be played.

**It is necessary to have a 24s time-table for each match (in the whole tournament)**

If there is a draw at the end of the match, then extra time periods of x times 5 minutes will be played until there is a winner.

### Article 2A

The minimum number required to enter a team into a Basketball tournament during the FISEC Games, is set to 8 players. During the competition, if after a wounded player or any other event, the number of players was reduced, this team must continue the competition.

The maximum number of players for the total duration of the tournament is 18.  
Maximum 12 players may be recorded on the score sheet and play in a match.  
Players can change each match during the competition.

The players ( max 18 ) shown on the match form should be the same as those registered on the official FISEC registration form 'Controle d'identite', having the names of the players and their shirt numbers, handed in to the Bureau de controle on arrival of the delegation.

**2 lists of the players, if it is not possible to have the same numbers on the different sets of shirts.**

The shirts have numbers from 0 to 99, including number 00 (numbers on the front and the back of the shirts).

The list 'Controle d'identite' has also to be presented to the organiser or O.T.I. at least 15' before each match.

### Article 3

For ranking, points will be awarded as follows:

Winner : 2 points

Loser : 1 point

Forfeit / disqualification : 0 point.

## **Article 4**

### **CLASSIFICATION OF TEAMS in the event of equality**

#### **4.1 Procedure**

Teams shall be classified according to their win-loss records, namely two (2) points for each game won, one (1) point for each game lost (including lost by default) and zero (0) points for a game lost by forfeit.

4.1.1 If there are two teams in the classification with equal points, the result(s) of the game(s) between the two teams involved will be used to determine the placing.

4.1.2 If more than two teams are equal in the placing, a second classification will be established, taking into account only the results of the games between the teams that are tied.

4.1.3 If there are still teams tied after the second classification, then goal average will be used to determine the placing, taking into account only the results of the games between the teams still tied.

4.1.4 If there are still teams tied, the placing will be determined using the goal average from the results of all their games played in the group.

4.1.5 If, at any stage, using the above criteria, a multiple team tie is reduced to a tie involving only two teams, the procedure in 4.1.1 and 4.1.2 above will be applied.

4.1.6 If, at any stage, it is reduced to a tie still involving more than two teams, the procedure, beginning with 4.1.3 above, is repeated.

4.1.7 Goal average will always be calculated by division.

#### **4.2 Exception:**

If only three teams take part in a competition and the situation cannot be resolved following the steps outlined above (the goal average by division is identical), then the points scored will determine the placing.

In the event of new equality, teams will be separate by drawing of lots.

## **Article 5**

Leather Basket balls are to be provided by the organising country and must be in accordance with FIBA regulations: Girls : n' 6 ; Boys : n' 7. Plastic or rubber balls are not allowed.

## **Article 6**

With the exception of the rules described above FIBA regulations are to be applied.

## **Article 7**

Cases which are not covered by the above regulations will be settled by the I.T.C.



## **FOOTBALL - RULES**

### **Article 1**

- The official playing time for all matches is 2 x 30 minutes when teams play one match per day.
- In the case of teams playing two matches per day the playing time is also 2 x 30 minutes.
- After every match who finish draw, both teams will proceed by kicks from the penalty mark (see alinea below). The result of these kicks will only be taken into account when teams ending up on equal points at the end of the group matches (see article 5)
- For the crossed semi-finals, the final for 1<sup>st</sup> and 2<sup>nd</sup> place and all the final ranking matches, in case of a draw at the end of the matches. 5 kicks from the penalty mark will be made : 5 different players (not players sent off) will have a kick from the penalty mark until one team takes the advantage. If after the first 5 penalty kicks teams remain draw, kicks from the penalty mark will be made by the other players until a team takes the advantage.

### **Article 2A**

The minimum number required to enter a team into a Football tournament during the FISEC-Games, is set to 15 players. During the competition, if after a wounded player or any other event, the number of players was reduced fewer than 15, this team could continue the competition.

The maximum number of players for the tournament is 22.

The coach will choose 18 players and put them down on the match form. These players should be the same as those on the list 'contrôle d'identité, having the names of the players and their shirt numbers, handed in to the Bureau de controle on arrival of the delegation.

The list "contrôle d'identité" has to be handed in to the organiser or the O.T.I. at least 15 minutes before each match.

### **Article 2 B**

Any team which does not abide by article 2A will automatically lose the match.( forfeit will apply ).

Only one coach of the team can stand in the technical zone.



### Article 3

Each team will be allowed 5 substitutions per game, at any time.  
A replaced player can entry later again the game.

### Article 4

For ranking, points will be awarded as follows:

Winner : 3 points  
Draw : 1 point  
Loser : 0 point

### Article 5

**5.1** In case two teams end up on equal points, the result of the match between those two teams is determined the classification. Int he case this match was equal, the team that won the penalty shoots will be classified first.

**5.2** In case more teams end up on equal points, they will be ordered in a new classification in order to the points won only in the matches between those teams.

**5.3** In the case of equal points after this new classification, determined classification in following order:

- the difference in goals only in the matches between those teams
- the difference in goals in all matches
- the team that scored the most goals only in the matches between those teams
- the team that scored the most goals in all matches
- the team with the lowest red cards in all matches
- the team with the lowest yellow cards in all matches.

**5.4** In case of exhaustion of all above possibilities, still two teams are equal, they will be ordered by drawing.

**5.5 EXCEPTION** : If only three teams in a group and they still can't be decided between, ranking will be determined after the total number of goals scored. If still on equal points we will draw lots.

### Article 6

A player who is sent off cannot be substituted. He definitely won't be able to take part in the match and will be suspended for the next match. The CTI can decide to increase the number of suspension matches depending on the seriousness of the fault.

A player with two yellow cards in the same match will be sent off for the rest of the match and suspended for the next match.

A player with three yellow cards in three different matches will be suspended for the next match.

**Article 7**

No 5 balls which have to conform with FIFA regulations are to be provided by the organising country.

**Article 8**

With the exception of the above rules, FIFA regulations will apply.

**Article 9**

Cases which are not covered by the above rules will be settled by the I.T.C.



## FUTSAL - RULES

### Article 1

The official playing time is 2 x 25 minutes, in each half the last minute with stopped time.

- Each team can request a time out in each half.
- The break at half time is not to exceed 10 minutes.
- In groups of 3 teams, whenever each match ends-up by a draw, shots at goal will be made ( see regulations below ) whose result will only be taken into account to decide the winners in case of a draw at the end of the group matches. (see for this art. 5).
- During the crossed semi-finals, the final and matches for 3, 4, 5, 6 placing, in case of a draw after the official time, extra time of 2 x 5 minutes.  
In case of a draw after extra time, kicks from the penalty mark will be made following the FIFA.

### Article 2

- The maximum number of players for the whole tournament is 18.  
The minimum number required to enter a team into a Futsal tournament during the FISEC Games, is set to 8 players. During the competition, if after a wounded player or any other event, the number of players was reduced fewer than 8, this team could continue the competition.
- The players shown on the match form should be the same as those registered on the official FISEC registration form “ Contrôle d’identité”, having the names of the players and their shirt numbers, handed in to the “ Bureau de contrôle” on arrival of the delegation.
- The list “ contrôle d’identité” has to be presented to the organiser or the OTI at least 15 minutes before each match.

### Article 3

Any team which does not abide by article 2 will automatically forfeit the game.

### Article 4

For ranking, points will be awarded as follows:

Winner: 3 points / Draw: 1 point / Loser: 0 point / Forfeiture: 0 point

## Article 5

In case two or more teams end up on equal points, either in the overall placing or within one group, the following procedure will be taken into account in this order:

- The results between teams on equal points
  - The points awarded between these teams
  - The goal difference of these teams
  - The number of red cards and afterwards yellow cards
- The general goal difference
- Penalty kicks (3 teams group only).

## Article 6

### 4 Team - tournament

Teams: A, B, C, D                      16 matches on the tournament

- Day 1: A vs. B / C vs. D / B vs. C / D vs. A
- Day 2: A vs. C / B vs. D / B vs. A / D vs. C
- Day 3: B vs. C / A vs. D / C vs. A / B vs. D
- Day 4: rest day
- Day 5: semi-finals 1<sup>st</sup> vs. 3<sup>rd</sup> / 2<sup>nd</sup> vs. 4<sup>th</sup> / 3<sup>rd</sup> place: 3<sup>rd</sup> vs. 4<sup>th</sup> / Final: 1<sup>st</sup> vs. 2<sup>nd</sup>

### 5 Team - tournament

Teams: A, B, C, D, E                      17 matches on the tournament

- Day 1: A vs. B / D vs. E / A vs. C / B vs. E / C vs. D
- Day 2: rest day
- Day 3: A vs. D / B vs. C / A vs. E / B vs. D / C vs. E
- Day 4: intermediate round: 3<sup>rd</sup>, 4<sup>th</sup> and 5<sup>th</sup> against each other
- Day 5: semi-final 1<sup>st</sup> vs. 2<sup>nd</sup> i-round / semi-final 2<sup>nd</sup> vs. 1<sup>st</sup> i-round / Match 3<sup>rd</sup> place: semi-final losers / Final: semi-final winners

### 6 Team - tournament

Teams: A, B, C, D, E, F                      20 matches on the tournament

- Day 1: A vs. E / D vs. F / B vs. C / A vs. D / C vs. E
- Day 2: B vs. F / A vs. C / B vs. D / E vs. F / A vs. B
- Day 3: C vs. F / D vs. E / A vs. F / B vs. E / C vs. D
- Day 4: rest day
- Day 5:
  - Semi-final 1<sup>st</sup> vs. 4<sup>th</sup> / semi-final 2<sup>nd</sup> vs. 3<sup>rd</sup>
  - 5-6<sup>th</sup> place: 5<sup>th</sup> vs. 6<sup>th</sup>
  - 3<sup>rd</sup> place: semi-finals losers
  - Final: semi-finals winners

### 7 Team - tournament - 2 groups:

Teams: Group 1: A, B, C, D                      Group 2: X, Y, Z 16 matches on the tournament

- Day 1: A vs. B / C vs. D / X vs. Y
- Day 2: D vs. B / A - C / X vs. Z
- Day 3: A vs. D / B vs. C / Y vs. Z
- Day 4:
  - 5-7<sup>th</sup> place: Group 1 4<sup>th</sup> vs. Group 2 3<sup>rd</sup> (reduce time)

- 5-7<sup>th</sup> place: Group 1 4<sup>th</sup> vs. Group 1 3<sup>rd</sup> (reduce time)
- 5-7<sup>th</sup> place: Group 1 3<sup>rd</sup> vs. Group 2 3<sup>rd</sup> (reduce time)
- Day 5:
  - semi-final 1: Group 1 2<sup>nd</sup> vs. Group 2 1<sup>st</sup>
  - semi-final 2: Group 2 2<sup>nd</sup> vs. Group 1 1<sup>st</sup>
  - 3<sup>rd</sup> place: semi-finals losers
  - Final: semi-finals winners

### **8 Team - tournament - 2 groups:**

Teams: Group 1: A, B, C, D      Group 2: W, X, Y, Z      20 matches on the tournament

- Day 1: A vs. B / C vs. D / W vs. X / Y vs. Z
- Day 2: A vs. C / B vs. D / W vs. Y / X vs. Z
- Day 3: A vs. D / B vs. C / W vs. Z / X vs. Y
- Day 4:
  - match 3: Group 1 3<sup>rd</sup> vs. Group 2 4<sup>th</sup>
  - match 4: Group 2 3<sup>rd</sup> vs. Group 1 4<sup>th</sup>
  - semi-final 1: Group 1 1<sup>st</sup> vs. Group 2 2<sup>nd</sup>
  - semi-final 2: Group 2 1<sup>st</sup> vs. Group 1 2<sup>nd</sup>
- Day 5:
  - 7-8<sup>th</sup> place: loser match 3 vs. loser match 4
  - 5-6<sup>th</sup> place: winner match 3 vs. winner match 4
  - 3<sup>rd</sup> place: semi-finals losers
  - Final: semi-finals winners

### **Article 7 SENDING OFF**

During the tournament, a red card whether you get it straight or after 2 yellow ones, leads to a suspension for the next match.

A red card leads to a minimum suspension of one match

### **Article 8**

The balls n°4 provided by the organizer, must satisfy the requirements of law 2 and carried one of official logos according to: FIFA APPROVED or FIFA STANDARD INSPECTED or reference INTERNATIONAL MATCHBALL.

### **Article 9**

- Shin guards are not obligatory.
- Number of officials on the bench is limited to 2 per team.

### **Article 10**

Cases, which are not covered by these regulations, are settled by the I.T.C..



## **HANDBALL - RULES**

### **Article 1**

The official playing time, for girls and boys, is 2 x 25 minutes with a 10 minute-break at half time.

For matches with reduced time the playing time is 2 x 20 minutes.

For the crossed semi-finals, the final and matches for 3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup>, etc, placing, if matches end in a draw, article 2 of the general regulations for team sports, pertaining to Handball will apply.

Extra time: 2 x 5 minutes. In case of a draw at the end of the matches, five throws from the penalty mark will be made: 5 different players (players sent off excluded) will have a throw from the penalty mark until one team takes the advantage. If after the 5 penalty throws there is still a draw, throws from the penalty mark will be made by the other players until a team takes the advantage.

### **Article 2 A**

The maximum number of players throughout the tournament is 16.

The minimum number required to enter a team into a Handball tournament during the FISEC-Games is set to 10 players. During the competition if after a wounded player or any other event, the number of players was reduced fewer than 10 this team could continue the competition.

The players shown on the match form, should be the same as those on the list 'Controle d'identite', having the names of the players and their shirt numbers, handed over to the Bureau de control on arrival of the delegation.

The list 'controle d'identite' has to be presented to the organiser or O.T.I. at least 15 minutes before each match.

### **Article 2 B**

Any team which does not abide by article 2A will automatically lose the match (forfeit will apply).

### **Article 3**

For ranking, points will be awarded as follows:

Winner: 2 points

Draw: 1 point

Loser: 0 point

#### **Article 4**

Article 2 of the general regulations for team sports, pertaining to Handball, will apply.

In case teams end up on equal points, in the groups or the overall placing, the following procedure will be adopted in the following order:

- The results between the teams ending on equal points:
  - the goal difference between the teams
  - the goal average between the teams
- The general goal difference
- The general goal average (quotient)

#### **Article 5**

- Balls are to be provided by the organising country and must be in accordance with FIH regulations.
- Balls number 3 for boys.
- The use of glue is allowed.
- Goals must be fixed to the floor.

#### **Article 6**

A player who receives a direct red card is automatically scratched next match. In this case, referee has to write a report for the disciplinary commission.

#### **Article 6 bis**

With the exception of the rules described above, FIH regulations apply.

#### **Article 7**

Cases which are not covered by the above regulations will be settled by the I.T.C.



## **VOLLEYBALL - RULES**

### **Article 1**

All matches will be played (for both girls and boys) on a best of five sets basis.

The counting of points will be done according to the tie-break method.

- from the first to the 4<sup>th</sup> set: the first team to reach 25 points with a 2 point-advantage.
- For the 5<sup>th</sup> set: the first team to reach 15 points with a 2 point-advantage.

### **Article 2A**

- The maximum number of players for the total duration of the tournament is 16. Maximum 14 players may be recorded on the score sheet and play in a match. Players can change each match during the competition.
- The minimum number required to enter a team into a Volleyball tournament during the FISEC Games, is set to 9 players. During the competition, if after a wounded player or any other event, the number of players was reduced fewer than 9, this team could continue the competition.
- Each team has the right to designate from the list of players on the score sheet up to two (2) liberos.  
Only one libero may be on the court at any time.  
The acting libero may be replaced with the second libero after a completed rally at any time during the match.
- The players shown on the match form should be the same ones as those registered on the official FISEC registration form 'Controle d'indentite', having the names of the players and their shirt numbers, handed in to the Bureau de controle on arrival of the delegation.
- The list 'Controle d'indentite' has also to be presented to the organiser or the OTI at least 15 minutes before each match.

### **Article 2B**

Any team which does not abide by the article 2A will automatically forfeit the match.

### **Article 3**

- There will be 2 referees in all matches
- Each team can ask for 2 timeouts by set.



#### Article 4

The height of the net:

- 2.24m for the girls
- 2.43m for the boys

#### Article 5

For ranking, points will be awarded as follows:

Match 3-0 or 3-1: winner 3 points - loser 0 points

Match 3-2: winner 2 points - loser 1 point

#### Article 6

In case of equal points in the groups or overall placing the following procedure will be adopted in the following order :

- The results between the teams taking into account in the following order :
  - the set quotient : from the division of the number of all the sets won by the number of all the sets lost during the matches between these teams.
  - Then if necessary the point quotient : from the division of the total of all points scored by the total of all the points lost during the matches between these teams.
- If the tie remains the results of all teams in the same group will be taken into account in the following order :
  - the set quotient : from the division of the number of all the sets won by the number of all the sets lost.
  - Then if necessary the point quotient : from the division of the total of all points scored by the total of all the points lost.

#### Article 7

Volley balls are to be provided by the organising country and must be in accordance with F.I.V.B. regulations.

#### Article 8

With the exception of the rules described above F.I.V.B. regulations apply. Particularly, Jerseys must have the numbers at the front as well as the back.

#### Article 9

Cases which are not covered by the above regulations will be settled by the I.T.C.