

# UNIF Laws of Futnet - Appendix No. 1

(concerning the Laws valid from 1 January 2013)

## Technical and explanatory comments on Laws of Futnet

<b>ad Laws of Futnet</b>	<b>General</b>
Explanation	Laws of Futnet were created to ensure following aims: <ol style="list-style-type: none"> <li>1) unification – games similar to futnet are played all over the world under various rules. These laws summarize and unify those rules into one document acceptable for all players,</li> <li>2) simplicity – these laws are very simple to play and easily understandable both for players, referees and for audience,</li> <li>3) attractivity – these laws enable players to play all spectacular kicks especially above and behind the net,</li> <li>4) safety – these laws introduce futnet as a non-contact sport convenient for all people despite their age, gender and skills.</li> </ol>
<b>ad Law 0.1 c)</b>	<b>Categories – Boys and girls</b>
Problem 0.1.c #1:	How to understand age limits between younger and older categories?
Explanation 0.1.c #1:	In principle, younger players are allowed to play in their age+1 or age+2 category only thanks to special permission (see Law 12.2). This permission transfers responsibility for younger player's health to the person who signed the permission.
Problem 0.1.c #2:	Is it possible to play in the other gender category?
Explanation 0.1.c #2:	Only one (1) age-corresponding female player is allowed to play in children (up to 12) and youngsters (up to 15) male double or triple, no female player is allowed to play in male single. No male player is allowed to play in any female discipline.
<b>ad Law 1.4</b>	<b>Playing court and playing area</b>
Problem 1.4 #1:	How to specify a technical area for team bench (for substitutions, coach, masseur)?
Explanation 1.4 #1:	The area should be specified by the UNIF Technical Committee ad hoc according to the circumstances in the venue.
<b>ad Law 1.5</b>	<b>Playing court and playing area</b>
Problem 1.5 #1:	What are common conditions for other permitted futnet surfaces?
Explanation 1.5 #1:	The surface must be neither soft, slippery, wet, powdery nor extremely hard.
<b>ad Law 2.1</b>	<b>Net</b>
Problem 2.1 #1:	How to decide the situation when the ball during the play causes that the net falls down below the permitted limit?
Solution 2.1 #1:	<ol style="list-style-type: none"> <li>1) When the ball has bounced on the opponent's half, it results in a new ball.</li> <li>2) When the ball has bounced back on the player's half and he/she/they have minimum one more possible touch, it results in a new ball.</li> <li>3) When the ball has bounced back on the player's half and his/her ball touch was the last permitted, it is his/her fault.</li> </ol>

<b>ad Law 2.2</b>	<b>Net</b>
Problem 2.2 #1:	Is any player allowed to step on the opponent's half under the net?
Explanation 2.2 #1:	It is allowed only if the player does not influence the play this way, e.g.steps on the opponent's foot or touches the ball behind the net.
Problem 2.2 #2:	How high should the lowermost edge of the net be?
Solution 2.2 #2:	This edge must not lay on the ground but its minimum height above the ground is not specified.

<b>ad Law 3.1</b>	<b>Ball</b>
Problem 3.1 #1:	Are glued technology, number of panels and defined colours the only permitted parameters of the ball?
Solution 3.1 #1:	If the ball is approved by the UNIF Technical Committee, it does not have to have these parameters.

<b>ad Law 4.1</b>	<b>Start of play</b>
Problem 4.1 #1:	What way is the toss carried out?
Explanation 4.1 #1:	The toss is usually carried out with a coin which has a face (a head) and the other reverse side (tail).
Problem 4.1 #2:	Who the first has the choice to choose "face" or "tail"?
Explanation 4.1 #2:	This choice has the team/player which is written in the match order as the first.
Problem 4.1 #3:	What does the team/player - who has not won the toss - decide on?
Explanation 4.1 #3:	This team/player decides on the rest of choice – either on the side where they/he/she will start to play or on the team/player which will perform the first service.

<b>ad Law 5.2</b>	<b>Service</b>
Problem 5.2 #1:	Where must the player stand during serving?
Explanation 5.2 #1	In the moment when the player hits the ball, either his/her entire foot must touch the ground behind the regular base line between side lines extended backwards (applied for triples and doubles) or between middle line and corresponding side line extended backwards (applied for singles) or it must be in the air .
Problem 5.2 #2:	Where must the ball be located during serving?
Explanation 5.2 #2:	In the moment when the ball is hit, it must be (with its entire diameter) between side lines extended backwards (applied for triples and doubles) or between middle line and corresponding side line extended backwards (applied for singles). The ball may be hit in the air above the playing court.
Problem 5.2 #3:	May the ball rebound more times than once or may the ball roll on the ground during serving?
Explanation 5.2 #3	No, only one ball rebound or not moving ball on the ground is permitted. When touching the ground, the ball must not touch the court or even the base line with any its part.

<b>ad Law 5.5</b>	<b>Service</b>
Problem 5.5 #1:	How to decide the situation when the served ball touches the net or supporting pole and the net falls down more than permitted limit?
Solution 5.5 #1:	If the ball bounces onto the opponent's service zone, referee orders a new

	ball. If the ball bounces out of the opponent's service zone or if the ball does not fly over the net, it results in a point for the opponent(s).
Problem 5.5 #2:	How to decide the situation when the served ball stays between the net and supporting pole?
Solution 5.5 #2:	It always means a point for the opponent(s).

<b>ad Law 5.7</b>	<b>Service</b>
Problem 5.7 #1:	Is a receiving player allowed to block the service?
Solution 5.7 #1:	Yes, there is no added condition for receiving the service on the volley.

<b>ad Law 6.1</b>	<b>Ball in play</b>
Problem 6.1 #1:	Why should any national futnet association allow more ball bounces in its domestic futnet events?
Explanation 6.1 #1:	For futnet development it is sometimes useful and necessary to enable easier way of play – e.g. very beginners, elderly people or VIP's welcome singles with two bounces and doubles and triples with three bounces.

<b>ad Law 7.3</b>	<b>Scoring a point, winning a set and a match</b>
Problem 7.3 #1:	What is it "knock-out stage"?
Explanation 7.3 #1:	It is a part of a competition where the loser of each match is immediately eliminated from further matches which will decide about the winner of the event. The losers may compete for lower places.
Problem 7.3 #2:	Is it allowed to use tie-breaks in matches of knock-out losers?
Explanation 7.3 #2:	Tie-break can never be used in the 3 <sup>rd</sup> place match. However matches for lower places can be played with tie-breaks providing it has been announced before the event.

<b>Ad Law 6.5</b>	<b>Ball in play</b>
Problem 6.5 #1:	When is the player allowed to touch the net?
Explanation 6.5 #1:	The players are allowed to touch the net only without any unsportsmanlike intension and only after the referee has finished the action (after his/her whistle).

<b>Ad Law 8.1</b>	<b>Time-out and player substitution</b>
Problem 8.1 #1:	Which player may ask for a time-out?
Explanation 8.1 #1:	Only the player who is signed in the match record as a "captain" may ask for it. The captain must be marked either with a letter "C" on his/her dress or he/she has to have a unique distinguishable belt on his/her sleeve.

<b>Ad Law 8.3</b>	<b>Time-out and player substitution</b>
Problem 8.3 #1:	What are conditions for referee's time-out and what are its characteristics?
Explanation 8.3 #1:	One of the referees decides if the play can continue or if it is necessary to interrupt it (e.g. a player is seemed to be injured, a part of playing surface is irregular, a ball looks underinflated etc.). The length of this time depends on time necessary for removing the obstacle. The referee should evaluate if the obstacles are made intentionally (e.g. a player pretends injury to get time for relax) and if so he/she should punish that behavior according to the Laws.

<b>Ad Law 9</b>	<b>Faults resulting in loss of point</b>
Problem 9 #1:	How to understand “loss of point”?
Solution 9 #1:	If the team (player) commits a fault, it is punished with “loss of possible plus point” and that is why this point is added to the opponent’s score.
Problem 9 #2:	What should the referee do if two faults committed by both teams occur simultaneously?
Solution 9 #2:	There is a hierarchy of fault severity: <ol style="list-style-type: none"> <li>1. unsportsmanlike behavior (incl. intentional fouls)</li> <li>2. unintentional fouls</li> <li>3. net touch</li> <li>4. other faults</li> </ol> It means that a higher fault eliminates lower one, same level faults always mean “a new ball”.

<b>Ad Law 9.3</b>	<b>Faults resulting in loss of point</b>
Problem 9.3 #1:	Is it a fault when the player touches the net which was pushed onto him/her by the ball?
Explanation 9.3 #1:	No, touch of the pushed net is not a fault because the touch was caused by the opponent.

<b>Ad Law 9.6</b>	<b>Faults resulting in loss of point</b>
Problem 9.6 #1:	What does it mean “outside the net”?
Explanation 9.6 #1:	To be a fault, the ball must flies outside the net with its entire diameter.

<b>Ad Law 9.9</b>	<b>Faults resulting in loss of point</b>
Problem 9.9 #1:	How to decide the situation when the player kicks the ball onto his/her opponent’s side, the ball bounces off the court and without any opponent’s touch hits any foreign object?
Solution 9.9 #1:	It is a fault of the opponent because his/her action starts when the ball drops on his/her half of the court.

<b>Ad Law 9.11</b>	<b>Faults resulting in loss of point</b>
Problem 9.11 #1:	How to decide “rolling the ball on the body” ?
Solution 9.11 #1:	If the ball rolls on the body continuously several centimeters (e.g during playing any spun ball, receiving the ball with abdomen or breast etc.), it is not a fault. If the ball rolls more or not continuously, it is a fault.

<b>Ad Law 9.12</b>	<b>Faults resulting in loss of point</b>
Problem 9.12 #1:	How to decide when the player plays the ball wherever outside the net and over the opponent’s area?
Solution 9.12 #1:	If the ball flies over with its entire diameter wherever to the opponent’s area and simultaneously outside the net with its entire diameter, it always means a fault immediately - no matter if the player kicks the ball back to his/her area.

<b>Ad Law 9.13</b>	<b>Faults resulting in loss of point</b>
Problem 9.13 #1:	How to decide when during the play the ball bounces off the opponent’s half of the court and a player immediately touches it before opponent’s touch.
Solution 9.13 #1:	It is a point for the player – he/she interrupted opponent’s action.

<b>Ad Law 9.14</b>	<b>Faults resulting in loss of point</b>
Problem 9.14 #1:	What should the referee do if the player A kicks with his/her leg under the knee the opposite player B?
Solution 9.14 #1:	1) If A kicks B under his/her knee unintentionally, it is not a fault. 2) If A kicks B unintentionally wherever on all his/her body above his/her knee, it is a fault (i.e. a foul). 3) If A kicks B intentionally under his/her knee, it always results in a yellow card due to unsportsmanlike behavior. 4) If A kicks B intentionally wherever above his/her knee, it always results in a red card and expulsion.
Problem 9.14#2:	What should the referee do if two opponents touch each other with some body part above their knees (except of arms)?
Solution 9.14 #2:	This touch (e.g. heads, shoulders) is not a foul and the play goes on.

<b>Ad Law 10.2</b>	<b>Misconduct and sanctions</b>
Problem 10.2 #1:	If a team A has a service and is punished with a yellow or red card (i.e. team A loses a point, team B wins the point), who will have a service?
Solution 10.2 #1:	After yellow or red card the service stays at the team which had it before the card.

<b>Ad Law 10.4</b>	<b>Misconduct and sanctions</b>
Problem 10.4 #1:	How to evaluate former results of expelled single player? Is he/she allowed to continue in the event?
Solution 10.4 #1:	All his/her results in the group are scratched and he/she is the last. However, his/her former results in the knock-out stage are valid. In both cases he/she is allowed to continue in following parts of the event only with permission of Jury of the event.

<b>Ad III. spec. 5.1</b>	<b>Special characteristics: Single - Service</b>
Problem 5.1 #1:	Should the referee warn players if they stand in wrong position (according to the serving player's score)?
Solution 5.1 #1:	No, the receiving player is allowed to stand everywhere without losing a point. And the serving player may use the wrong position intentionally, for example for run up to the regular serving place.
Problem 5.1 #2:	When the player receives the service on the volley and he/she let it fall down on the court, does the ball have to fall down on the appropriate service zone?
Explanation 5.1 #2	No, the ball may fall down on any service zone.

<b>Ad III. spec. 8.1</b>	<b>Special characteristics: Single – Time-out and player substitution</b>
Problem 8.1 #1:	Why do the single players have two time-outs?
Solution 8.1 #1:	As the single player has no substitute, he/she has the advantage of one more time-out.

<b>Ad Law 13.3</b>	<b>Referees</b>
Problem 13.3 #1:	How does the cooperation between first and second referee proceed?
Explanation 13.3 #1:	The first referee is the leading one. He/she orders who will carry out duties described in this paragraph - if he/she reserves some duties only for him/her or delegates them to the second. However all faults occurring after serving (such as net touches, fouls, balls out, double touches etc.) are decided by both referees independently with a whistle.

<b>Ad Law 13.6</b>	<b>Referees</b>
Problem 13.6 #1:	Should referees stay all the time close to the net poles (if not sitting on the umpire's chair)?
Solution 13.6 #1:	Referees should stay there except of the situation when the play is close to them (i.e. players or the ball). In that case they should move in such direction so that they do not interfere to the players.

<b>Ad Law 13.7</b>	<b>Referees</b>
Problem 13.7 #1:	What is the uniform suit for referees like?
Explanation 13.7 #1:	If the UNIF Technical Committee does not specify otherwise, the black long trousers, white or light shirt and dark closed shoes are requested. No cap, scarf or other headwear is permitted.

<b>Ad Law 13.8</b>	<b>Referee official signals</b>
Problem 13.8 #1:	Are there any recommendations for referee's regular behavior?
Solution 13.8 #1:	Yes, here you are some: - Before beginning of each match, order both teams (players) to stand on the back line or beside the net for their introduction or agreed greeting. - If you point, point always with index finger of the fist of extended arm. - Your gestures should be visible from everywhere, if possible. - When the interruption is necessary, stop the play first (whistle) and only then signalize the fault, point or explain. - After interruption, always show on which side the service is. - After end of each match, order both teams (players) to stand on the back line for agreed greeting and then to go ahead and shake hands with opponent(s) above the net.
Problem 13.8 #2:	When should the referee use the informative signals?
Solution 13.8 #2:	The referee should use these signals when the playing situation is unclear and player(s) should be informed about it.
Problem 13.8#3:	Should the referees use different ways of whistling?
Solution 13.8#3:	Yes, here you are some: - When time-out is requested, use 3-5 short whistles. - When a set or a match is finished, use long whistle.

Vlastimil Stehlik

Head of UNIF Technical Committee