

UNIF Laws of Futnet - Appendix No. 1

(according to the Laws valid from January 1, 2018)

Technical and Explaining Comments Concerning Laws of Futnet

ad Laws of Futnet	In common
Explanation	Laws of Futnet were created to ensure following aims: <ol style="list-style-type: none">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,2) simplicity – these laws are very simple to play and easily understandable both for players, referees and for audience,3) attractivity – these laws enable players to play all spectacular kicks especially above and behind the net,4) safety – these laws introduce futnet as a non-contact sport convenient for all people despite their age, gender and skills.

ad Laws of Futnet	History
Explanation	First Laws of Futnet were adopted in UNIF Founding Congress in Geneve, Switzerland, on the 16th of October, 2010 after consensus of Czech, Slovak, French and Swiss futnet experts. Second issue was approved by UNIF Extraordinary Congress in Corte, France, on the 7th of October, 2011. Third version followed in UNIF Congress in Nymburk, Czech Republic on the 6th of December, 2012 and fourth version was approved by UNIF Executive Board in February 11, 2015.

ad Law 0.1 c)	Categories – Boys and girls
Problem 0.1.c #1:	How to understand age limits between younger and older categories?
Explanation 0.1.c #1:	On 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:	No, it is prohibited. Only when unofficial mixed doubles or triples are played, men and women play together.

ad Law 1.4	Playing court and playing area
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.

ad Law 1.5	Playing court and playing area
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.

ad Law 2.1	Net
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?
Explanation 2.1 #1:	1) When the ball has bounced on the opponent's half, it results in a new ball. 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. 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.

ad Law 2.2	Net
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?
Explanation 2.2 #2:	This edge must not lay on the ground but its minimum height above the ground is not specified.

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

ad Law 4.	Start of play
Problem 4 #1:	When does the play start and finish?
Explanation 4 #1:	The play start immediately after referee's whistle. It finishes when referee whistles again and point at the side which has won a point.

ad Law 4.1	Start of play
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 (a tail).
Problem 4.1 #2:	Who the first has the choice to choose "face/head" 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.

ad Law 5.2	Service
Problem 5.2 #1:	Where must the serving 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 jumping from the allowed area.
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:	Yes, more rebounds or rolling on the ground is permitted within 5-second limit after referee’s whistle. Though when touching the ground, the ball must not touch the court or even any court line with any its part.
Problem 5.2 #4:	May the serving player touch the ball in any way during 5-second limit for serving?
Explanation 5.2 #4:	Yes, the player is allowed to throw the ball to himself/herself or to his/her co-player with hand(s) several times. Though whenever any of the players touches the ball with any permitted part (leg, body, head), it means that the service has been performed.

ad Law 5.5	Service
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?
Explanation 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?
Explanation 5.5 #2:	It always means a point for the opponent(s).

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

ad Law 6.1	Ball in play
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 ball bounces and doubles and triples with two or three ball bounces.

Ad Law 6.5	Ball in play
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).

ad Law 7.3	Scoring a point, winning a set and a match
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. Matches of knock-out winners must not use tie-breaks.
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 rd place match. However matches for lower places can be played with tie-breaks providing it has been

	announced before the event.
Ad Law 8.1	Time-out and player substitution
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 band on his/her sleeve.
Ad Law 8.3	Time-out and player substitution
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.
Ad Law 8.5	Time-out and player substitution
Problem 8.5 #1:	What does it mean “to scratch the set”?
Explanation 8.5 #1:	The set is scratched in favour of the team in such a way that the opponent has points obtained so far and the team has 11 or more points according to the opponent’s score. Possible another scratched set has the score 11:0 for the team.
Ad Law 8.6	Time-out and player substitution
Problem 8.6 #1:	Why may an expelled double or triple player be substituted any time and severe injured player may be substituted only if there is minimum one more substitution left?
Explanation 8.6 #1:	The expelled player cannot play in this match any more while the injured player is allowed to play after treatment and doctor’s decision. To avoid a pretended injury for possible third substitution, the set is scratched.
Ad Law 9	Faults resulting in a point for the opponent
Problem 9 #1:	What should the referee do if two faults committed by both teams occur simultaneously?
Explanation 9 #1:	There is a hierarchy of fault severity: <ol style="list-style-type: none"> 1. unsportsmanlike behavior (incl. intentional fouls) 2. unintentional fouls 3. net touch 4. other faults It means that a higher fault eliminates lower one, same level faults always mean “a new ball”.
Ad Law 9.3	Faults resulting in a point for the opponent
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.

Ad Law 9.6	Faults resulting in a point for the opponent
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.

Ad Law 9.8	Faults resulting in a point for the opponent
Problem 9.8 #1:	How to decide when the player plays the ball wherever outside the net and over the opponent’s area?
Explanation 9.8 #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.

Ad Law 9.9	Faults resulting in a point for the opponent
Problem 9.9 #1:	What does it mean “... made by the player who should have played the ball before it touched the foreign object”?
Explanation 9.9 #1:	It is a fault of the player because his/her action starts when the ball drops on his/her half of the court and he/she should catch the ball.

Ad Law 9.10	Faults resulting in a point for the opponent
Problem 9.10 #1:	What should the referee do if the player A kicks with his/her leg under the knee the opposite player B?
Explanation 9.10 #1:	<ol style="list-style-type: none"> 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 9.10#2:	What should the referee do if two opponents touch each other with some body part above their knees?
Explanation 9.10 #2:	This unintentional touch (e.g. heads, shoulders, arms) is not a foul and the play goes on. Though such an intentional touch means disallowed way and always results in a yellow card due to unsportsmanlike behavior.
Problem 9.10#3	How to decide when a player moves to the blocker evidently with intension to be kicked and win a point due to the foul?
Explanation 9.10#3:	It is player’s unsportsmanlike behavior because the player’s intension is in contradiction to the sense of futnet, it results in a yellow card and a point for the blocker.

Ad Law 9.11	Faults resulting in a point for the opponent
Problem 9.11 #1:	How to decide “rolling the ball on the body” ?
Explanation 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.

Ad Law 9.12	Faults resulting in a point for the opponent
Problem 9.12 #1:	How to decide when during the play the ball bounces off the player’s half of the court and an opponent immediately touches it before player’s touch?
Explanation 9.12 #1:	It is a point for the opponent – he/she interrupted player’s action before

	its completion.
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Ad Law 10.2	Misconduct and sanctions
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?
Explanation 10.2 #1:	After yellow or red card the service stays at the team which had it before the card, i.e. team A will serve.

Ad Law 10.4	Misconduct and sanctions
Problem 10.4 #1:	How to evaluate previous results of expelled single player or results of doubles or triples where after expelling no substitute is? Are they allowed to continue in the event?
Explanation 10.4 #1:	The expelled player is allowed to continue in following parts of the event only with permission of Jury of the event. If he/she continues, all previous results are valid. If Jury forbids his/her future participation, Jury must decide on previous results as well.

Ad III. spec. 5.1	Special characteristics: Single - Service
Problem 5.1 #1:	Should the referee warn players if they stand in wrong position (according to the serving player's score)?
Explanation 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.

Ad Law 13.3	Referees
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 particular faults occurring after serving (i.e. only net touches, fouls, double touches and unsportsmanlike behaviour) are decided by both referees independently with a whistle.

Ad Law 13.4	Referees
Problem 13.4 #1:	When IS and is NOT the first referee allowed to order a new ball?
Explanation 13.4 #1:	Here you are a list of YES/NO new balls: YES - interfering foreign object in the court or playing area - conditions for the regular play were suddenly disrupted during the play - evident severe player's injury during the play - both sides simultaneously committed two faults of the same severity - referee whistles too early (when the play can theoretically continue) and it influenced the play NO new ball - disagreement between the first referee's whistled OUT and the second

	<p>referee's informative signal IN</p> <ul style="list-style-type: none"> - disagreement between the first referee's informative signal IN and the second referee's informative signal OUT - player committed a fault after referee's whistle and it did not influence his/her opponent's play
Ad Law 13.6	Referees
Problem 13.6 #1:	Should referees stay all the time close to the net poles (if not sitting on the umpire's chair)?
Explanation 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.

Ad Law 13.7	Referees
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.

Ad Law 13.8	Referee official signals
Problem 13.8 #1:	Are there any recommendations for referee's regular behavior?
Explanation 13.8 #1:	<p>Yes, here you are some:</p> <ul style="list-style-type: none"> - 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 go ahead and shake hands with opponent(s) above the net.
Problem 13.8 #2:	When should the referee use the informative signal IN?
Explanation 13.8 #2:	The referee should use the signal only when he/she informs protesting participants of the play that he/she could see the ball IN.
Problem 13.8#3:	Should the referees use different ways of whistling?
Explanation 13.8#3:	<p>Yes, here you are some:</p> <ul style="list-style-type: none"> - When time-out is requested, use 3-5 short whistles, show the signal and then point at the side which has asked for the time-out. - When a set or a match is finished, use long whistle and show the appropriate signal.

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