| FIVB 6-a-side rules | Suffolk VA 4-a-side |
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| 7.4 POSITIONS <br> At the moment the ball is hit by the server, each team must be positioned within its own court in the rotational order (except the server). | No change |
| 7.4.1 The positions of the players are numbered as follows: |  |
| 7.4.1.1 the three players along the net are front-row players and occupy positions 4 (front-left), 3 (front-centre) and 2 (front-right); |  |
| 7.4.1.2 the other three are back-row players occupying positions 5 (back-left), 6 (back-centre) and 1 (back-right). | the other player starts in the back row and occupies position 1 |
| 7.4.2 Relative positions between players: | No change |
| 7.4.2.1 each back-row player must be positioned further back from the centre line than the corresponding front-row player; | the back-row player must be positioned further back from the centre line than all of the front-row players; |
| 7.4.2.2 the front-row players and the back-row players, respectively, must be positioned laterally in the order indicated in Rule 7.4.1. | the front-row players must be positioned laterally in the order indicated in Rule 7.4.1. |
| 7.4.3 The positions of players are determined and controlled according to the positions of their feet contacting the ground as follows: | No change |
| 7.4.3.1 each front-row player must have at least a part of his/her foot closer to the centre line than the feet of the corresponding back-row player; | each front-row player must be entirely closer to the centre line than the feet of the corresponding back-row player; |
| 7.4.3.2 each right (left) side player must have at least a part of his/her foot closer to the right (left) sideline than the feet of the centre player in that row. | Remove - covered by 7.4.2.2 above |
| 7.4.4 After the service hit, the players may move around and occupy any position on their court and the free zone. | No change |
| 7.5 POSITIONAL FAULT |  |
| 7.5.1 The team commits a positional fault, if any player is not in his/her correct position at the moment the ball is hit by the server. When a player is on court through illegal substitution, and play restarts, this is counted as a positional fault with the consequences of an illegal substitution | No change |
| 7.5.2 If the server commits a serving fault at the moment of the service hit, the server's fault is counted before a positional fault |  |


| 7.5.3 If the service becomes faulty after the service hit, it is the <br> positional fault that will be counted. |  |
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| 7.5.4 A positional fault leads to the following consequences: |  |
| 7.5.4.1 the team is sanctioned with a point and service to the <br> opponent; |  |
| 7.5.4.2 players' positions must be rectified. |  |
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| 7.6 ROTATION | No change |
| 7.6.1 The rotational order is determined by the team's starting line-up <br> and controlled with the service order and players' positions <br> throughout the set | When the receiving team has gained the right to serve, its players <br> rotate one position clock-wise: the player in position 2 rotates to <br> position 1 to serve, the player in position 1 rotates to position 4, etc |
| 7.6.2 When the receiving team has gained the right to serve, its players <br> rotate one position clock-wise: the player in position 2 rotates to <br> position 1 to serve, the player in position 1 rotates to position 6, etc |  |

