FIVB 6-a-side rules	Suffolk VA 4-a-side
7.4 POSITIONS	
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	the other player starts in the back row and occupies position 1
(back-left), 6 (back-centre) and 1 (back-right).	
7.4.2 Relative positions between players:	No change
7.4.2.1 each back-row player must be positioned further back from the	the back-row player must be positioned further back from the centre
centre line than the corresponding front-row player;	line than all of the front-row players;
7.4.2.2 the front-row players and the back-row players, respectively,	the front-row players must be positioned laterally in the order
must be positioned laterally in the order indicated in Rule 7.4.1.	indicated in Rule 7.4.1.
7.4.3 The positions of players are determined and controlled according	No change
to the positions of their feet contacting the ground as follows:	
7.4.3.1 each front-row player must have at least a part of his/her foot	each front-row player must be entirely closer to the centre line than
closer to the centre line than the feet of the corresponding back-row	the feet of the corresponding back-row player;
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	Remove – covered by 7.4.2.2 above
in that row.	
7.4.4 After the service hit, the players may move around and occupy	No change
any position on their court and the free zone.	
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	No change
substitution	
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	
positional fault that will be counted.	
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	
opponent;	
7.5.4.2 players' positions must be rectified.	
7.6 ROTATION	
7.6.1 The rotational order is determined by the team's starting line-up	
and controlled with the service order and players' positions	No change
throughout the set	
7.6.2 When the receiving team has gained the right to serve, its players	When the receiving team has gained the right to serve, its players
rotate one position clock-wise: the player in position 2 rotates to	rotate one position clock-wise: the player in position 2 rotates to
position 1 to serve, the player in position 1 rotates to position 6, etc	position 1 to serve, the player in position 1 rotates to position 4, etc