

<b>9.2 CHARACTERISTICS OF THE HIT</b>		
9.2.1	The ball may touch any part of the body.	
9.2.2	The ball must not be caught or thrown. It can rebound in any direction.	9.3.3
9.2.2.1	Simultaneous Contacts:  The ball may touch various parts of the body, provided that the contacts take place simultaneously.	9.2.1
9.2.2.2	Consecutive contacts:  At the first hit of the team, provided it is not made overhand with fingers) consecutive contacts are permitted provided that the contacts occur during one action During the first hit of the team if it is played overhand using fingers, the ball may NOT contact the fingers/ hands consecutively, even if the contacts occur during one action.	9.3.4
9.2.2.3	However, at blocking, consecutive contacts may be made by one or more players, provided that they occur during one action;	14.2
9.2.2.4	Extended contacts:  In defensive action of a hard driven ball, the ball contact can be extended momentarily even if an overhand finger action is used.	
<b>9.3 FAULTS IN PLAYING THE BALL</b>		
9.3.1	FOUR HITS: a team hits the ball four times before returning it.	9.1, D9 (18)
9.3.2	ASSISTED HIT: a player takes support from a teammate or any structure/ object in order to hit the ball within the playing area.	9.1.3
9.3.3	CATCH: the ball is caught and/or thrown; it does not rebound from the hit. (Exceptions 9.2.2.1, 9.2.2.2).	9.2.2, D9 (16)
9.3.4	DOUBLE CONTACT: a player hits the ball twice in succession or the ball contacts various parts of his/her body in succession.	9.1.1, 9.2.2.2, D9 (17)
<b>10 BALL AT THE NET</b>		
<b>10.1 BALL CROSSING THE NET</b>		
10.1.1	The ball sent to the opponent's court must go over the net within the crossing space. The crossing space is the part of the vertical plane of the net limited as follows:	D4a
10.1.1.1	below, by the top of the net;	
10.1.1.2	at the sides, by the antennae, and their imaginary extension;	
10.1.1.3	above, by the ceiling or structure (if any).	