



PWR4 VOLLEYBALL



*A next-generation volleyball format
with more tactics, more speed, and more impact.*



WHAT IS PWR4 VOLLEYBALL?

PWR4 Volleyball is a new version of volleyball built on classic fundamentals, enhanced with an innovative scoring model and the possibility of an additional fourth contact.

The game is played on a standard volleyball court and uses familiar techniques, but introduces new tactical options and faster score swings that make each rally more dramatic and unpredictable.



KEY IDEA

**CLASSIC
VOLLEYBALL**

+

**ONE EXTRA
TOUCH**

=

**MORE TACTICAL
POWER**



CORE FEATURES



FOURTH CONTACT OPTION

Unlike classic volleyball, a team may use a fourth contact. This action must be executed as a back-row attack after a pass from the front court to the back court, and the attack must be performed in the air.



PIPE4 REWARD

A successful fourth-contact attack scores **3 points**.



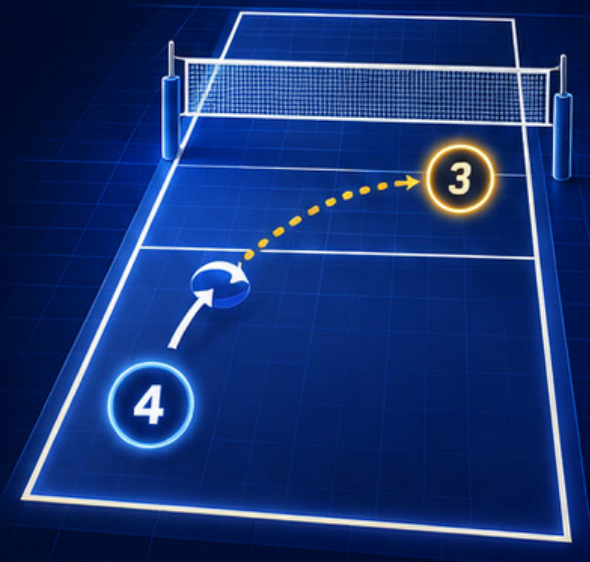
CLASSIC PIPE3 STILL MATTERS

A successful traditional three-contact back-row pipe attack also scores **3 points**.



CLASSIC RULES REMAIN

Basic rules such as out balls, double contact, and net faults remain in force.



RULES OF PLAY

- Play starts with a serve sent over the net to the opponent's side.
- A player may continue serving as long as the serves are successful. After the serve changes, the team may switch servers, but no change is allowed during a successful service run.

RULES OF PLAY



CONTINUED



- There are no mandatory serving rotations; **the same player may always serve.**



- Each team has **6 players** on court, who may move freely and cooperate in actions; rotations are not mandatory.



- Three players occupy the front court and may **attack only from the front court.**



- Three players occupy the back court and may **attack from the back court.**



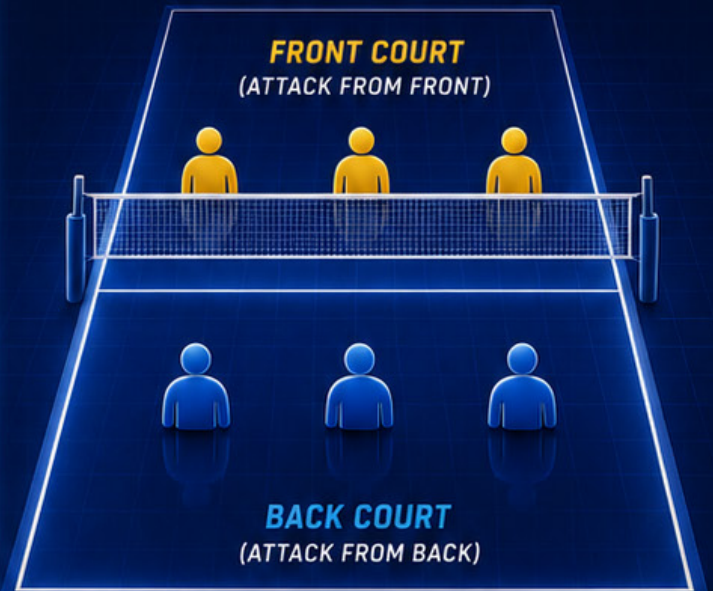
- Player substitutions are allowed only on a service change and must be completed within **15 seconds.**



- A team wins points when the ball lands on the opponent's court or when the opponent makes **a fault while returning the ball.**

ON-COURT SETUP

6 PLAYERS • FREE MOVEMENT



6

PLAYERS



**FREE
MOVEMENT**



**NO MANDATORY
ROTATION**



**TEAMWORK
MAKES THE
DIFFERENCE**



SERVE ANYTIME

The same player may always serve.



6 PLAYERS ON COURT

Move freely and cooperate—rotations are not mandatory.



FRONT COURT ATTACK

Front-court players may attack only from the front court.



BACK COURT ATTACK

Back-court players may attack from the back court.



SUBSTITUTIONS

Allowed only on a service change within 15 seconds.



SCORING

Points are awarded when the ball lands on the opponent's court or they fault.

SCORING SYSTEM & MATCH FORMATS



SET-BASED FORMAT

- The match is played as a best-of-five sets.
- If the score is 2:2, a deciding fifth set is played.
- A set is won by the first team to reach 35 points during the trial period, with at least a 2-point advantage.
- At 35:35, play continues until one team leads by 2 points.
- The deciding tie-break set is played to 25 points during the trial period, with a 1-point difference (for example, 25:24).



TIME-BASED FORMAT

- Instead of a classic set to 35, the game may be played in timed intervals such as 6–8 minutes during the trial period.
- Only pure playing time counts — from the first contact after the serve until the fault.
- Each missed serve subtracts 5 seconds to prevent sets from lasting too long.
- If the score is 2:2, the deciding set is played for 4–6 minutes during the trial period.



PWR4 POINT ALLOCATION

1 POINT	Opponent fault: line violation, net touch, double contact, out ball, or own-court error.
1 POINT	Missed serve after the serving bonus has been fully used.
2 POINTS	Successful action from the front court.
3 POINTS	Successful back-row action (PIPE3 or PIPE4).
3 POINTS	Winning block.
3 POINTS	Ace serve while the service bonus is still active.
2 POINTS	Ace serve after the bonus of four missed serves has been used.



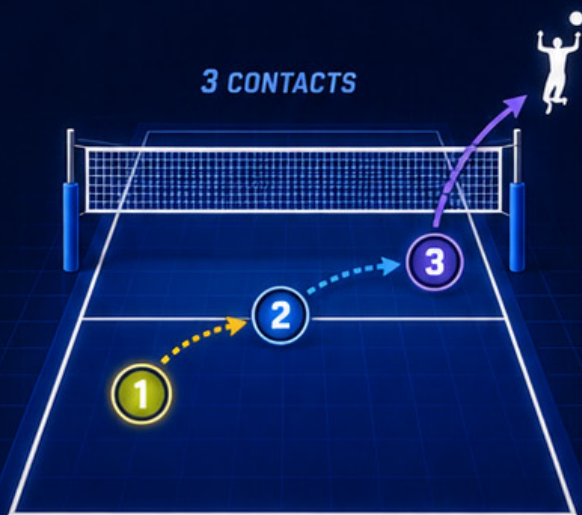
SERVICE BONUS

Each team receives a bonus of up to 4 missed serves during the trial period. While the bonus is active, an ace is worth 3 points. After the bonus is used, an ace is worth 2 points. The scorer's table should display the remaining service bonus.

PIPE3 vs PIPE4

PIPE3

- ✓ A back-row attack with only three contacts.
- ✓ A jump attack is not mandatory.



FASTER PLAY

FEWER CONTACTS, MORE SPEED

PIPE4

- ✓ A back-row attack on the fourth contact.
- ✓ A jump attack is mandatory.
- ✓ The last pass must travel from the front court to the back court, giving defenders more time to rotate and react.



MORE TACTICAL

MORE TIME, MORE OPTIONS, MORE IMPACT



OPEN QUESTIONS & FUTURE DEVELOPMENT

- As only one match has been played so far, many tactical questions and practical issues remain open.
- One key question is whether players will be fast enough to rotate into position for blocks during PIPE4 actions.
- Because rotations are not mandatory, teams are likely to become more specialized, with players focused on roles such as serving, blocking, receiving, or attacking.
- Younger categories are expected to continue playing classic volleyball with rotations.



PWR4 VOLLEYBALL
TRANSFORMS CLASSIC VOLLEYBALL INTO
A FASTER, MORE TACTICAL,
HIGH-IMPACT EXPERIENCE.