

Roundnet Rules Revolution 2025 (RRR25)

- official voting results

A project of the International Roundnet Federation (IRF). Published 16th October 2025.

Before we share the final results, we want to take a moment to **thank all partners and volunteers** – whether through tournament organization, national federations, or the RRR25 team itself. Your dedication, energy, and passion made this project possible.

A Short History of RRR25

The RRR25 was initiated by Maximilian Lauber (GER) and Jack Scotti (USA) in fall 2025 to create a transparent and community-driven process for roundnet rule development. Starting with a public call for suggestions, ideas were collected and refined by a large international team.

From there, three rule packages – each following a distinct philosophy – were created and tested worldwide. Players across all divisions provided feedback through tournament surveys, and the open community survey allowed everyone to share their voice.

To complement this, nearly 170 hours of high-level international gameplay were manually analyzed by professional data analysts from within the roundnet community – ensuring that each proposed change was supported by both data and experience.

Voting Procedure

The official voting period took place from 30th September 2025 to 15th October 2025 via online ballot. Each National Governing Body (NGB) received one vote per rule change. A minimum participation of 25% of eligible members was required for a valid vote. A rule change passes if the majority of votes cast are in favor. Abstentions do not count toward either side.

Final Results

Of the 30 NGBs eligible to vote, around 22 cast their ballots. Behind each rule, you will always find the percentage of yes votes indicated in brackets as the sum of the yes and no votes, and the yes votes / no votes / abstentions.

All listed rule changes have been accepted by the NGBs.

The following adjustments will therefore be implemented:

General

- Receiver's teammate may move in a line during serve (100%; 22/0/0).

- Bigger ball (95%; 21/1/0).

Serving

- 3 seconds on serve (95%; 21/1/0).
- No same-hand toss (86%; 19/3/0).
- Serves cannot land in the no-drop zone (86%, 19/3/0).
- Equal serving system (V2) for
 - OPEN (84%, 16/3/3),
 - WOMEN (89%, 17/2/3),
 - and COED (95%; 19/1/2) divisions.

Hitting

- Three touches required on first possession (95%; 21/1/0).
- NHZ size adjustments for
 - OPEN 100cm (general (86%, 19/3/0 and size 78%; 4/14/4),
 - WOMEN 100cm (size 60%; 12/8/2),
 - and COED 100cm for all (82% 3/14/5).
- Hits cannot land in the no-drop zone (86%; 19/3/0).
- Defined out-of-bounds size (boundary) 8,5m (general 90%; 19/2/1 and size 71%; 15/6/1).

Defense

- Continuous contact allowed on first touch (continuous motion) (100%; 21/0/1).
- Non-server free to move outside the service circle (100%; 22/0/0).

Next Steps

The **official 2026 Rulebook** will be shared with all NGBs in the coming weeks. These rules will take effect for **all IRF events starting January 1st, 2026**. Earlier adoption by NGBs is permitted and encouraged.

Thank you again for helping shape the future of roundnet!
Your commitment and collaboration have made RRR25 a true community milestone.

With appreciation,

The RRR25 Team

led by Maximilian Lauber and Jack Scotti

on behalf of the **International Roundnet Federation (IRF)**