

CO-ED VOLLEYBALL TOURNAMENT RULES AND REGULATIONS



I) PURPOSE

The main purpose of this volleyball tournament is to help people realize that God can make a difference in their lives on and off the court. It is our desire that the unchurched will be invited to this tournament and will be touched and encouraged to attend local churches. We hope that these goals would be accomplished through the sharing by our guest speaker and the interaction amongst individuals throughout the day. This tournament will also provide an arena for good fellowship and healthy competition in the sport of volleyball.

II) SCHOOL POLICY

Absolutely no FOOD, DRINKS, OR BEACH CHAIRS allowed in gym. (If it rains, classrooms will be available)

III) LENGTH OF MATCHES & Rally Scoring

- A. **All matches shall use the rally scoring system.** All matches shall consist of two games to twenty-five (25) points or fifty (50) minutes. If a game is tied at twenty-five (25), then the **first team** to reach twenty-seven (27) points shall win the game.

Rally Scoring System: A rally is the sequence of playing actions from the moment of the service hit by the server until the ball is out of play. If the serving team wins a rally, it scores a point and continues to serve. If the receiving team wins a rally, it scores a point and it must serve next.

- B. **Time Outs.** Each team is allowed one (1) time-out (one minute duration) during each game. However, no time-outs will be allowed during the last five (5) minutes of the match.

IV) REFEREEING, STARTING AND FORFEITING GAMES

- A. Each team will be responsible for refereeing two matches during the day.
- B. It is the referee's responsibility to start the matches on time and to help determine which team serves first (odd/even "toss").
- C. The captain who wins the "toss" has the option of either (1) choosing to give or receive the first serve of the first game or, (2) selecting which side of the court to play for the first game.
- D. After the first game, teams will switch sides and the team that served first (first game) will receive the first serve of the second game.
- E. A player is eligible to be enlisted on only one roster. (See G below)
- F. During each game, a team must have at least five (5) players on the court at all times with at least two (2) females. If only two (2) females are playing, than only three (3) males are eligible to play.
- G. If a team is short a player, it may borrow only one player from the same or lower division.
- H. The first game will be forfeited if a team does not have at least five (5) players on the court ten (10) minutes after the scheduled game time. The second game will be forfeited after fifteen (15) from the scheduled game time.

V) RULES

- A. The current U.S.V.B.A. rules shall govern all play.
- B. Team captains should make sure their players know and understand the rules and regulations and that everyone abides by them.

VI) PLAYING RULES

- A. Each team is allowed a maximum of three successive contacts of the ball in order to return the ball to the opponent's area. Blocking does not constitute a team hit.

- B.** The ball may contact any part of the body.
- C.** When the ball visibly comes to rest momentarily in the hands or arms of a player, it is considered as having been held. The ball must be hit in such a manner that it rebounds cleanly after contact with a player. Scooping, lifting, pushing, or allowing the ball to roll on the body shall be considered to be a form of holding.
- D.** Receiving a served ball with an overhead pass using open hands is not necessarily a fault.
- E.** A player is not allowed to attack the ball on the opposite side of the net. If the ball is hit behind the spiker's side of the net and the subsequent follow-through causes the spiker's hand and arm to cross the net without contacting the net or an opponent, such action does not constitute a fault.
- F.** Blocking is the action close to the net which intercepts the ball coming from the opponent's side by making contact with the ball before it crosses the net, as it crosses the net or immediately after it has crossed the net.
 - 1) Any player participating in a block shall have the right to make the next contact, such contact counting as the first of three hits allowed the team.
 - 2) Blocking of the ball beyond the plane of the net shall be legal provided that such action is committed after a player of the attacking team has spiked the ball or has driven the ball into the opposing court or after the opposing team has completed their allowed three hits.
- G.** A back row player returning the ball to the opposing court while in the front zone (in front of or contacting the attack line) must contact the ball while some portion of the ball is below the level of the top of the net. The restriction does not apply if the back row player jumps from a location that is clearly behind the attack line and, after contacting the ball, subsequently lands on or in front of the line.
- H.** Contacting the opponent's playing area with any part of the body except the feet is considered a fault. Touching the opponent's area with one or both feet is not a fault provided that some part of the encroaching foot or feet remains on or above the center line. A player who has crossed the extension of the centerline and is not making a play on the ball may not interfere with an opponent.
- I.** A ball sent to the opponent's court must cross the net entirely between the antennas or their assumed indefinite extensions.
- J.** If a player's action causes the player to contact the net during play, whether accidentally or not, with any part of the player's body or clothing, that player shall be charged with a fault. If the ball is driven into the net with such force that causes the net to contact a player, such contact shall not be considered a fault.
- K.** The ball is considered out of play if it makes contact with any overhead object above the opponent's playing area or if it makes contact with any overhead object above the team's playing area and crosses the plane of the net into the opponent's court.
- L.** No player may encroach the playing area of any adjacent court while the ball is in play.
- M.** Blocking or attacking a served ball is prohibited.
- N.** If the ball is served before the first referee's whistle for service, the serve shall be canceled and a re-serve directed. A second infraction during the same game by the same player will result in a side-out.
- O.** If the server releases or tosses the ball for service, but does not hit it and the ball touches some part of the server's body or clothing as it falls, it shall be considered an illegal service resulting in a side-out.
- P.** A player may serve the ball from any position along the end line of the court. At the instant the ball is hit for service, the server shall not have any portion of his/her body in contact with the end line. This action will result in a side-out.

- Q.** A service error is committed, resulting in a side-out, if the ball:
1. touches the net or any other object,
 2. passes under the net,
 3. fails to pass through the crossing space; the area above the net completely between (and not contacting) the antennas or their indefinite extensions,
 4. touches any player of the serving team, or
 5. the ball lands outside the limits of the playing area.
- R.** A player shall not use another player or object to assist in reaching a ball. However, it shall be legal for a player to assist a teammate who is not making a play on the ball in order to prevent a fault (holding a player back from touching the net, crossing the line, etc.).
- S.** When the ball is played more than once by a team, at least one of the contacts shall be made by a female player.
- T.** When only one male player is in the front line at service, one male back row player may move in front of the attack line for the purpose of blocking.
- U.** All other rules not covered above shall be governed by the U.S.V.B.A. Rule Book.