

15 teams

## MONDAY NIGHT VOLLEYBALL RULES

### GAME TIME & WEATHER

1. Games will start at 6:00pm/7:30pm with a 15 minute grace period. Failure to begin to play by 6:15/7:45pm will result in a forfeit of game 1. Failure to begin play by 6:30/8:00pm will result in a forfeit of all 5 games. If a team fails to show up without making arrangements, the opposing team will take all 5 wins.
2. Games WILL NOT be rescheduled or postponed due to weather, unless severe (i.e. lightening). Contact Jon or Steph for confirmation. Active games may be temporarily delayed during periods of severe weather.
3. Matches will start on June 8<sup>th</sup>. Matches will end on Sept 21<sup>st</sup>. The tournament will be on ~~August 25<sup>th</sup>~~ at 11:00 AM. We will NOT play any matches on ~~Memorial Day~~ Labor Day. Sept 27<sup>th</sup>

### RESCHEDULING

1. ALL matches are expected to be played when scheduled at the scheduled location.
2. Postponing or rescheduling any matches is NOT ALLOWED.
3. If a team cannot the team composition requirements or cannot play for any other reason, they will forfeit all respective games and the opposing team will record wins for all respective games.
4. As common courtesy, a forfeiting team's captain should contact the opposing team's captain and inform of the forfeit prior to 3:00pm on the scheduled day of the match. Once you have forfeited all your games, you will NOT be able to withdraw that action.
5. For a rescheduled matchgame (due to severe weather): all regular season matches must be completed before the tournament. Both teams will record 5 losses for any rescheduled matches/games that are not played.

### **SUBS**

1. Subs will be allowed to float between all teams.
2. Once named on a team, U will be part of that team. U will not be able floatable sub

### **REPORTING RESULTS**

1. The CAPTAIN'S of the teams must report all wins/losses to Rivers Edge bartender, send msg on volleyball page or contact Steph. All win/loss results must be reported within 24 hours of the end of the match or any and all wins for BOTH teams will be forfeited.

### **REFEREEING**

1. Both teams playing will self-referee thier matches. Any disputed or contentious calls should be replayed as determined by **BOTH TEAM CAPTAINS** (not the entire team). Players should call their own faults (i.e. net contact, lifts, etc....)

### **TEAM COMPOSITION**

1. A team must consist of no more than 6 players with 2 being female. If the total of players does not exceed 4, you may have as few as 1 female. Player rotation is permitted at any time during a match at a dead ball.

### **TIME OUTS**

1. Each team receives three 30 second time-outs per match.

### **BREAKS IN BETWEEN GAMES**

1. All teams are allowed to take a **8 min** after the second game is

completed. The team that exceeds the allotted 5 mins will result in forfeiting of the game that is to be played after the break. **NO EXCEPTIONS!!!**

### **PRE-MATCH VOLLEY**

1. Prior to starting the match, each team will complete one volley (must go over net 3 times) where the winner will choose what side the ball is served from.

### **SCORING SYSTEM**

1. Each match consists of 5 games with rally scoring to 21 (win by 2 with no point cap). ALL 5 games must be played.
2. Teams must rotate sides after each game with the serve staying on the same side for the entire match.

### **SEX RULE**

1. There is NO sex rule for a volley. Any combination of players can be used.

### **SERVING**

1. If the serving team wins the game or a replay is directed, the player who served the previous rally serves again. If the serving team loses the game, the next server on the receiving team serves the ball.
2. Serves may be made from anywhere behind the end line and may be struck under or over arm with any part of the hand, fist or arm. The server's foot cannot touch the end line prior to or during the contact with the ball. Jump serves are permitted also. Let serves are legal. Attacking the serve is a fault. BLOCKING THE SERVE IS NOT ALLOWED!!
3. It is the server's responsibility to assure that both teams are ready for

service. A player on the receiving team may stop play when not ready for a service as long as no attempt to play the ball is made by that player. In this case, the rally is canceled and replayed.

### **STATES OF PLAY**

1. The ball is "in" when it touches the sand of the playing court including any portion of the boundary lines.
2. A ball is "out" when the part of the ball contacts the sand that is completely outside the boundary line, touches the post or touches any object outside the court.

### **TEAM BALL CONTACTS**

1. A team is allowed a maximum of 3 hits to return the ball (in addition to a blocking hit). No player can hit the ball twice in a row (double contact)
2. The ball may touch any part of the body above the waist (i.e. head, arm, shoulder, back etc..)
3. The ball must be contacted cleanly and not held, lifted, pushed, scooped, caught, carried or thrown. The ball cannot roll or come to rest on any part of a player's body. It can rebound in any direction.
4. Overhead setting the serve is permitted.
5. The ball can travel over the net through any legal player contact.
6. During a blocking hit, consecutive, quick and continuous contacts may occur by one or more blockers, provided that these contacts are made during one blocking action.
7. Back row players cannot attack the ball (leave the ground, hit it above the net level) from anywhere, including blocking.
8. A ball sent to the opponent's playing area must pass over the net within the crossing space of the net. The crossing space is the part of the vertical plane of the net. A ball is "out" when it travels outside of the

position of the imaginary antennas and their imaginary extensions.

9. A player is permitted to pass his/her hands beyond the vertical plane of the net only after the third hit provided that the contact was made within his/her team's playing space. Contacting the ball in the opponent's playing space is a fault.

### **BLOCKING**

1. While blocking, a player may place their hands and arms beyond the net provided that action does not interfere with the opponent's play. The player is not permitted to touch the ball in the opponent's playing space until the opponent has made an attack-hit.

### **NET FAULTS**

1. It is a fault for any part of a players body, hair, hat or clothing to touch any part of the net. When a ball is driven into the net and causes the net to touch a player, no fault is committed.

### **COURT MAINTENANCE**

1. It is the responsibility of the location hosting the match to have their courts tilled EVERY MONDAY. Failure to have courts properly tilled once will be a warning. Failure to properly till courts a second time may result in a temporary revocation of their privilege to host matches.

### **BEER TROPHY**

Teams will receive tallies for ALL drinks consumed throughout the season. A tap or bottle beer, malt beverages, mixed drinks, shots and soda are all worth 1 tally each. Pitchers are worth 4 tallies. Buckets of beer are worth the number of beers within the bucket. Tallies may only be collected from 5:00pm-11:00pm on monday nights.

Anybody may drink for any team they choose.