

Co-Ed 6v6 Indoor Volleyball League Rules (Revised 11/23)

IT IS THE RESPONSIBILITY OF TEAM CAPTAINS TO REPORT THEIR GAME RESULTS TO THE SUPERVISOR BEFORE LEAVING THE COURTS EVERY WEEK.

FORMAT:

Teams must have at least 6 players (min. 2 females) on the court at all times. A team can play a legal match with just 1 female, but no more than 4 males may be on the court at any time (4M/1F or 3M/1F). Teams having 3 players or fewer is a default, regardless of genders. A default for each game will occur if a team cannot field a squad every 10 minutes after the match's official start time (e.g. a team that is not ready to play until 15 mins. into match time will forfeit the first game, but can play the second and third games). Matches are best-of-3, with league standing/tie breakers determined first by match wins, then head-to-head and then by win %-age (all 3 games count). Substitutes are allowed, but must be registered. Playoff eligibility- players must be on the roster and play in at least 1 regular season match in order to be eligible. Non-rostered players are ineligible.

SCORING:

All games are **rally scoring to 21. Teams must win by 2 or the first to 25 wins.** Rally scoring simply means that a point will be awarded each time the ball is served regardless of who served it.

SERVING:

A team earns service possession for the start of the first game by winning Rock/Paper/Scissors.

- A legal serve is one that crosses the net and is either touched by an opposing player or lands within the opposing team's area of the court within the boundary lines. A serve that makes contact with the net and carries over to the opponent's side of the net is a live serve and must be returned.
- When the serving team wins the rally, the player who served before, serves again.
- When the receiving team wins the rally, it gains the right to serve. **In 6's team members must rotate clockwise, subbing out from right-front and subbing in to the server position.**
- If the team has more players than positions on the court, players should sub out equally; the only players allowed to remain on the court at all times are those that are required for gender minimum purposes.
- Server must rotate after 5 consecutive successful serves.
- Players on the receiving team cannot block or attack a serve.

PLAYING THE BALL:

- **The front 3 players are the only players allowed to attack (jump & hit) in front of the 10-foot line.**
- Each team is allowed a maximum of 3 successive contacts of the ball in order to return the ball
- Players may set the ball over the net. They do need to have their shoulders square to their target.
- **Receiving a serve with a set is legal.**
- Open hand dinks are legal. An open hand allows the player to affect the direction of the ball by using fingertips in conjunction with the twist of the wrist.
- Players are not permitted to scoop, hold or lift the ball. The ball must be clearly hit.
- **A player should not pass under the net during play. Players should remain on their own sides. When a player lands on the opponents' side during play, play should be stopped and point awarded to the non-violating team.**
- The ball must cross the plane of the net before contact may be made unless it is the 3rd hit by the offense and the contact is made to block the shot. [no blocking of your opponent's sets]
- Contact with the net is a violation. This includes contact made by hats, hair or clothing.
- Crossing into the other courts to play the ball results in a lost point/ dead ball.

- A player may play the ball off any part of his/her body, including feet. Please be careful.
- A stray ball onto the court constitutes a replay if it cannot be safely removed without affecting the play. When possible, please try to finish the point, but do not jeopardize player safety to do so.
- Teams may call a one (1) minute time-out per match if needed. Game clock continues to run.

BLOCKING:

- 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, during or after it crosses the net.
- A block contact is not counted as a team hit, and a team is entitled to 3 hits to return the ball.
- The first hit after the block may be executed by any player, including the one who blocked the ball.

SELF OFFICIATING:

- All games are self-officiated. Any disputes will be discussed amongst the two team captains. Please play honestly and call your own infractions (double hit, net, etc). If a dispute cannot be settled, the point should be re-served – It's a "DO OVER!"
- Lifts & Carries- the only legal hits coming off an open-handed hit are those that "pop" off the player's hand (usually heel or locked fingers/locked wrist (think cobra)). Closed hand (fist) or back of hand hits are also legal, of course. Lifting, carrying, pushing or any hit where the ball visibly rests on the players hands/fingers (no matter how brief) should be called a lift/carry by the player. If you do not make the call yourself, the responsibility falls upon your captain. Any captain may decide to "waive" another team's infraction in the spirit of sportsmanship, but that should not be the norm, nor expected.

CONCLUSION:

- We enforce a "Zero Tolerance Policy" in regards to behavior of players and fans. Taunting, trash talking, or abusive language will not be tolerated. League staff will have the right to reprimand or eject players, managers, or fans depending on the severity of the situation.
- Any form of alcohol, tobacco or drugs are NOT permitted on Ravenscroft property.
- We reserve the right to make adjustments to match schedules, match duration, and other aspects of the tournament as may become necessary during the course of the tournament.