

Co-Ed 6v6 Grass Volleyball League Rules (Revised 8/26)

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. Games 1 & 2 are played to 21; game 3 to 15. Teams must win by 2, but 25-24 and 18-17 are finals. 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 into the server position. (Different than 4v4)**
- 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) at the net. (Different than 4v4)**
- 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 not need to have their shoulders square to the net.
- **Receiving a serve with a set is legal. (Different than 4v4)**
- Open hand dinks are illegal. 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.
- There is no centerline. You may cross under the net providing that you do not contact a player from the other side or hinder their play of the ball. Contact or hinderance results in a dead ball and loss of point.
- 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 remove the stray and finish the point, but do not jeopardize player safety to do so.

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.
- Alcohol is not permitted on City property.
- We reserve the right to make adjustments to match schedules, match duration, and other aspects of the league as may become necessary during the course of the league.