

# OSC's United Way Volleyball Tournament Rules

USA Volleyball Outdoor Rules are followed with some exceptions:

## Power & Advanced Divisions

*Please remember, this is a charity event and games are meant to be played for fun.*

### Conduct

1. Participants must behave respectfully and courteously in the spirit of FAIR PLAY, towards their teammates, the opponents, spectators, and tournament volunteers.
2. Any disagreements about a play or a rule are to be re-played. No arguing, simply re-play the point.

### Format & General Rules

1. The format is mixed six-person (i.e. "Co-Ed 6's").
  - Number of total players on the court is: 6 maximum; 3 minimum.
  - **Minimum number of female players is 2, however, if a teams' 2<sup>nd</sup> (and only other) female player is injured, play may continue with only 1 female but only a maximum of 4 males.**
  - Maximum number of male players on the court at any time is 4.
  - Teams with only 4 players adhere to 6-person rules (i.e. 3 front row players + 1 back row player)
  - There is no requirement to have an even number of males and females.
2. Due to limited playing time, warm-ups are only allowed off-court after tournament starts.
3. Rally scoring will be used (points can be won by the serving or receiving team).
4. Teams will alternate sides during a match.
5. Court switches are done in multiples of 4 for an 11 point game, 5 for 15 point game, and 10 for a 21 point game.
6. Substitutions are allowed at a specific position (e.g the server, the player after the server, or the front left position). Teams must use same method for the whole game. Substitutions can only occur between the same gender if there is an unbalanced ratio of men and women on the team (example: 5 men, 2 women; men can only sub in for men.)
7. The ball is "dead" once it enters or rolls into another court unless the court is vacant.
8. "Ball on" results in a replay (i.e. when a ball from another court enters or rolls onto your court).
9. Home team chooses (1) serve or receive or (2) side of court. Away team chooses remaining choice.
10. Boundary lines are considered 'in'; Net support posts act as antennas.
11. Each team may only have one 30-second time-out per game (due to limited time).
12. Home Team captain must return score sheet to scorer's tent immediately after completing a match.
13. Team captains must sign score sheet located courtside at end of match.
14. Male back-row players may not block at the net even if there is only 1 female on court.
15. Back-row attack hits if the attack lines:
  - **Marked (9'10")**: are a fault if contacting the ball completely above the height of the net, while his/her foot is touching or has last touched the ground on or in front of the attack line and does not direct the attack-hit with an upward trajectory.
  - **Unmarked**: all back-row attack hits must have an upward trajectory.
16. All games are self-refereed. Disputes should be discussed amongst the two captains. Please play honestly and call your own infractions (lift, net, etc). If a dispute cannot be settled the point should be re-played.  
**All players need to be critical and call their own faults (i.e. bad sets, carries, lifts, net contact, etc.)**
17. Due to limited time, there is only a 5 minute grace period before the each match is forfeit. If a team does not have enough players by the end of the grace period, the match will be forfeit.
18. Tie-breakers will be decided by: Total Points, Head-to-head games, head-to-head point differential. A "quick" play-off match will be used if needed. Tournament director may change these procedures as needed.
19. No cleats are allowed.
20. If the ball hits a tree overhanging the court, or there is external inference from other people, replay the point.
21. **Forfeits may not be made up unless it is the tournament director's fault. If you miss your match, you forfeit.**

### Serving

1. Let serves are allowed.
2. A serve may not be blocked or attacked (spiked).
3. One service tossing error is permitted for each term of service.
4. Screening: players must not prevent opponents from seeing the server or path of the ball. On request, a player must move.
5. Each server must call the score loud and clear before each serve.

### Playing the Ball

1. If 3 contacts are made by a team, at least 1 of those contacts must be by a female.
2. Open hand dinks / tips are permitted.
3. **It is not legal to receive serve open-handed. The serve must be received only with your platform or an overhand platform with both hands firmly together.**
4. **It is not legal to hand set any first ball unless it is hard driven (defined as a ball with pace that has no upward trajectory).**
5. **Double contacts are allowed only if the ball is hard driven (defined as a ball with pace that has no upward trajectory).**
6. Double contact with "finger action" is a fault. Changing the trajectory of the ball beyond just a rebound angle is a fault (e.g. player reaches to the side or behind him/herself to set the ball).
7. At the first hit of the team, unless it is played overhand using fingers (exceptions rule 3 & 4), the ball may contact various parts of the body consecutively, provided that the contacts occur during one action.
8. The ball may contact any part of the body. Feet are legal; it is not a fault to intentionally kick the ball.
9. Any contact of the net by a player or clothing is a fault. Incidental contact by a player's hair is not a fault.
10. Players are not permitted to touch the net posts or ropes during play of the ball (for safety & to protect equipment).
11. If opponents simultaneously contact the ball over the net, the ball remains in play and the team receiving the ball is entitled to another three contacts. If the ball lands "out," it is the fault of the team on the opposite side of the net from where the ball lands.
12. A joust is not a fault, and play continues as if the contact was instantaneous.
13. All actions directing the ball toward the opponent's playing area, except serving and blocking, are attack-hits.
14. Players are not permitted to touch the ball beyond the net until the opponent has made an attack-hit.
15. Faults occurring after the ball has contacted ground, but during continuation of the play are penalized. (i.e. it's illegal to contact net on continuation of your play, even if ball is down when net contact was made.)
16. It is a fault if a player crosses the centerline (under the net) and interferes with an opponent during a play. It is not a fault to cross the centerline if there is no interference with an opponent.

### Setting

1. **Indoor hand-setting double contact rules apply (looser restrictions on spin / double contact vs. outdoor doubles). If it's a clean indoor set, it's a clean set outdoor. However, significant rotation of a set ball usually indicates a held ball or multiple contacts and is normally a fault.**
2. Sets into opponent's court do not need to be "square" to the net.