

# OSC's United Way Volleyball Tournament Rules

USA Volleyball Outdoor Rules are followed with exceptions:

## GENERAL RULES FOR ALL DIVISIONS

1. **Please remember, this is a charity event and games are meant to be played for fun.**
2. Participants must behave respectfully and courteously in the spirit of FAIR PLAY, towards their teammates, the opponents, spectators, and tournament volunteers.
3. The format is mixed six-person (i.e. "Co-Ed 6's").
  - 3.1. Number of total players on the court is: 6 maximum; 3 minimum.
  - 3.2. Maximum number of male players on the court at any time is 4.
  - 3.3. Minimum number of female players is 1 (if only 1 female, there can be only 5 players total on the court; not 6).
  - 3.4. Teams with only 4 players adhere to 6-person rules (i.e. 3 front row players + 1 back row player)
  - 3.5. There is no requirement to have an even number of males and females.
4. The ball may contact any part of the body. Feet are legal; it is not a fault to intentionally kick the ball.
5. Due to limited playing time, warm-ups are only allowed off-court after tournament starts.
6. The ball is "dead" once it enters or rolls into another court unless the court is vacant.
7. "Ball on" results in a replay (i.e. when a ball from another court enters or rolls onto your court).
8. Any disagreements about a play or a rule are to be re-played. **No arguing, simply re-play the point.**
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. A serve may not be blocked or attacked (spiked).
11. One service tossing error is permitted for each term of service.
12. Substitutes must be on the roster and may rotate in using any consistent manner.
13. Home team chooses (1) serve or receive or (2) side of court. Away team chooses remaining choice.
14. Boundary lines are considered 'in'.
15. Net support posts will act as antennas.
16. Screening – the server's teammates must not prevent the opponents from seeing the server or the path of the ball. On an opponent's request, a player must move.
17. Each team may only have one 30-second time-out per game (due to limited time).
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. Team captains must sign score sheet located courtside at end of match.
20. Home Team captain must return score sheet to scorer's tent immediately after completing a match.
21. When a team gains the right to serve, its players rotate one position clockwise.
22. Each server must call the score loud and clear before each serve.

## Power & Advanced Divisions - USAV Rules Apply

1. Rally scoring will be used (points can be won by the serving or receiving team).
2. Let Serves are allowed.
3. If 3 contacts are made by a team, at least 1 of those contacts must be by a female.
4. Open-hand receive of an off-speed hit or a serve is allowed, but the action must be perfectly "clean" (no lift or double contact). 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).
5. On a hard-driven ball when a play is defensive and reactive in nature, the ball can be momentarily held overhand with the fingers as well as doubled with fingers.
6. At the first hit of the team, unless it is played overhand using fingers (exceptions rule 4 & 5), the ball may contact various parts of the body consecutively, provided that the contacts occur during one action.
7. Open hand dinks / tips are permitted.
8. 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.
9. Male back-row players may not block at the net even if there is only 1 female on court.
10. Attack hits by back row players must have an upward trajectory, unless the attack was clearly initiated beyond the "10 foot" line. (10-foot lines may or may not be painted on courts)
11. Teams should use "1-1/2 rotations" as a guideline to indicate possible "bad sets." Although it is not a fault, rotation of a set ball usually indicates a held ball or multiple contacts during the set.  
**Advanced Division Exception:** Use the "clean indoor set" guideline to determine legal sets.
12. A player may touch the posts or ropes only after he/she has made contact with the ball.
13. If two opponents simultaneously and instantaneously contact the ball over the net, the ball remains in play, and the team receiving the ball is entitled to another three contacts. If such a ball lands "out," it is the fault of the team on the opposite side of the net from where the ball lands.
14. A joust is not a fault, and play continues as if the contact was instantaneous.
15. All actions directing the ball toward the opponent's playing area, except serving and blocking, are attack-hits.
16. Players are not permitted to touch the ball beyond the net until the opponent has made an attack-hit.
17. 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.)
18. Sets into opponent's court do not need to be "square" to the net.
19. 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.)
20. 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.

## Rules specific to Intermediate & Recreational Divisions

1. Teams will not alternate sides during a match.
2. Side-out scoring will be used (points can be won only by the serving team).
3. Any contact of a player by an opponent is a fault.
4. A female player is NOT required to participate in 1 of 3 team hits.
5. No "Let Serves" – the ball may not touch the net on a serve (i.e. if the ball hits the net on a serve, it is a side-out.)
6. All players must have a turn at serving. Teams may not rotate around a player.
7. Intentional kicking of the ball is not allowed (for safety).

### Recreational Division Only:

1. Teams must rotate their server after 4 consecutive serves.
2. No overhand serves.