

OSC's United Way Volleyball Tournament Rules

USA Volleyball Outdoor Rules are followed with these exceptions:

Intermediate and Recreation Divisions

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

Format & General Rules

1. The format is mixed six-person (i.e. "Co-Ed 6's").
 - 1.1. Number of total players on the court is: 6 maximum; 3 minimum.
 - 1.2. Maximum number of male players on the court at any time is 4.
 - 1.3. Minimum number of female players is 1 (if only 1 female, there can be only 5 players total on the court; not 6).
 - 1.4. There is no requirement to have an even number of males and females.
2. Side-out scoring will be used (points can be won only by the serving team).
3. Teams will not alternate sides during a match.
4. 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.)
5. The ball is "dead" once it enters or rolls into another court unless the court is vacant.
6. "Ball on" results in a replay (i.e. when a ball from another court enters or rolls onto your court).
7. Home team chooses (1) serve or receive or (2) side of court. Away team chooses remaining choice.
8. Boundary lines are considered 'in'; Net support posts act as antennas.
9. Each team may only have one 30-second time-out per game (due to limited time).
10. Home Team captain must return score sheet to scorer's tent immediately after completing a match.
11. 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.
12. Team captains must sign score sheet located courtside at end of match.
13. 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.

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.**

Serving

1. 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.)
2. All players must have a turn at serving. Teams may not rotate around a player.
3. When a team gains the right to serve, its players rotate one position clockwise.
4. One service tossing error is permitted for each term of service. *This means the server has two chances to toss the ball to execute the service. If the ball after being tossed or released by the server, lands without touching the player, it is considered a service tossing error. After one service tossing error, the server has one more chance to execute the serve.*
5. A serve may not be blocked or attacked (spiked).
6. Screening – the server's teammates must not prevent the opponents from seeing the server or the path of the ball.
7. Each server must call the score loud and clear before each serve.

Recreation Division Only

1. Teams must rotate their server after 4 consecutive serves.
2. No overhand serves. All players must serve underhand.

Playing the Ball

1. The ball may hit any part of the body on or above the knee. **Players may not kick the ball** (for safety).
2. Any contact of the net by a player or clothing is a fault. Incidental contact by a player's hair is not a fault.
3. A female player is NOT required to participate in 1 of 3 team hits.
4. Players are not permitted to touch the ball beyond the net until the opponent has made an attack-hit.
5. 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. A joust is not a fault, and play continues as if the contact was instantaneous.
6. All actions directing the ball toward the opponent's playing area, except serving and blocking, are attack-hits.
7. Players are not permitted to touch the net posts or ropes during play of the ball (for safety & to protect equipment).

Faults - the following are penalized by a point for the opposition or by a side out and loss of the ball:

Position faults:

- A player is out of rotation order when the ball is contacted by the server.
- Players of the serving team attempt to block, or screen, the view of the receiving team during the serve.
- A player serves out of rotation.

Serving faults:

- Serving out of bounds, in the net, under the net, or outside or directly above the net antennae.
- The ball touches the net on a serve
- Unnecessary delay of game.
- Not striking the ball with the hand, fist, or arm for the serve.
- Stepping on/beyond the end line during the serve.

Faults committed during play of the ball:

- Player interferes with the opponent's play underneath the net by touching the ball or an opposing player
- Hitting the ball out of bounds.
- Making successive contacts with the ball (exception – when simultaneous contacts are made by two or more players, or a contact made during a block. In both cases, the player may contact the ball again).
- Playing the ball more than three times before it crosses the net.
- Hitting the ball over the net outside or directly above the antennae.
- Contacting the posts or ropes (i.e. players may not touch the net poles or ropes during the play of the ball).