

## 6-on-6 Volleyball Rules

All games will be officiated based on the *USVBA Rules* which will be in effect unless otherwise noted in this supplement.

**Special Note:** *The scoring method has been changed to rally scoring all the way through from rally/ side-out scoring*

### **TEAMS AND PLAYERS:**

- Players may be added throughout the season, but not during playoffs or tournament. Added players must be of same basic ability level as others in that league. Players may be added to the rosters at the gym before game time.
- High school students are ineligible unless they are 18 yrs. of age. (Sand volleyball players may be 17 if they have completed high school.) College students can play if they are non-varsity volleyball players or are in their off-season.
- For 6x6, a non-resident team consists of three (3) or more players residing outside the Adrian City Limits.
- A person can play on only one team during any given season.
- A team must have a minimum of 4 players to start or continue a match.
- If for any reason (including injury) a team drops to less than the number required to start, the match is forfeited.
- Substitutions can only be made for the server position, except in the case of an injury. There is no limit on the number of substitutions.

### **Players arriving late:**

- If rotating, a player arriving late **MUST** enter at the service position following the last player in the serving order.
- Player must be entered before beginning the second service round or will be ineligible for that game.

### **In case of injury:**

- If all team members have played, but not in the injured player's position, any substitute, otherwise legal, may re-enter at the vacant position, but the injured player shall not re-enter that game.
- If replaced by a substitute who has not previously entered the game at another position, the injured player may re-enter.

### **Unsportsmanlike conduct:**

- Any player or coach displaying unsportsmanlike conduct may result in (a) a verbal warning, (b) a side-out or point awarded to the opponent, or (c) an ejection from game or match. (Not necessarily in the above order.)
- Directing offensive remarks at teammates, opponents, or the official is also unsportsmanlike conduct.
- A player ejected from a game must sit out the remainder of the match.
- A player ejected for the match is also ineligible to play in his/her team's next match. An ejected player **MUST** leave the premises immediately.

### **RULE 1 – GENERAL**

#### **Net Heights:**

- Women - 7'4<sup>1</sup>/<sub>8</sub>"
- Men - 7'11<sup>5</sup>/<sub>8</sub>"
- Co-Rec - 7'11<sup>5</sup>/<sub>8</sub>"

- Only the manager/captain may address questions concerning a player, the game or an official's call. Judgment calls are not items up for discussion.
- No jewelry will be allowed, except for medical reasons or flat wedding bands.
- The following items are **not** permitted to be worn during competition: shoes with soles that mark the floor, baseball caps, hats, jewelry, and any item an official or supervisor feels may be a risk to the participants' safety.

## **RULE 2 – SERVING**

- The first server of the game is the player in the right back position. Thereafter, when a team is awarded a side-out the player in the front right position rotates to the serving area.
- Each team member shall serve in turn and may have one chance to hit the ball over the net on the serve.
- A server is only allowed one toss to serve no re-serves are allowed.
- A player may step onto the court at the six-foot mark when serving at the Piotter Center and Adrian 7/8 gyms. The normal service line will be used at the Adrian 5/6 gym. (Distance may vary slightly at each facility.)
- Stepping on the service end line while serving is a loss of serve.
- The server shall stand with both feet behind the rear boundary line. The serving area shall be behind the end line and from sideline to sideline. Both sideline extension lines are included in the width of the serving area.
- The ball may be served underhand, overhand or sidearm and may be hit in any manner by the hand.
- Net serves are legal. The ball may touch the net while crossing.
- Before the serve, all members of both teams must be in their respective positions on the court. After the ball is served, players may move out of any position. However, back row players may not attack or block the ball from in the front of the 10' line.
- The team that is listed first on the schedule shall serve first and will be the home team. The team that loses the previous game will serve to start the next game.
- Players on the serving team shall not wave their hands, jump, form groups, or in any way intentionally screen or obstruct their opponent's view of the server.
- Players may set the serve; however, blocking or attacking a serve is not permitted.

## **PLAYING RULES:**

- When receiving the ball for service after a side-out has been called, each member of that team shall rotate one position in a clockwise direction.
- A ball hit into the net, may be recovered provided a player does not make contact with the net or cross the centerline. A player may not play the ball in succession, unless played once by another player. Exception: One player can make contact with the ball twice if initial contact is a block.
- A team must return the ball across the net with three or fewer contacts. *A block does not count as contact.*
- If a player is hit by the ball or touched the ball, it is considered legal contact and to have been played.
- When the ball lands on the boundary line, it is considered in the court. It is legal for a player to run out of bounds and play the ball; however, a player may not enter another volleyball court to play the ball.

## **Ceiling/Backboard Rule:**

- The ceiling above your side of the net remains in play if your team has another hit remaining.
- A ball hitting the ceiling and crossing the net is out.
- Raised baskets and supports are played the same as the ceiling.

## **FOULS/VIOLATIONS:**

- The following are fouls or violations:
  - Serving illegally, or out of turn.
  - A server has 8 seconds after the whistle to serve the ball.
  - Touching the net or reaching under the net to interfere with an opponent playing the ball.
  - Stepping over the centerline into the opponent's court, a player may step on the line.
  - Spiking or blocking the ball in front of the 10' line when playing the back row position.
  - Contacting the ball twice in succession, unless the first contact is a block.
  - Catching or holding the ball while playing it.
  - Contacting the ball in an underhand motion with open hand or hands (slapping or scooping).
  - Failure to return ball over the net in three or fewer contacts.
  - A player that blocks or interferes with the intended set of the opposing team.

## **TIME FACTORS AND SCORING:**

- Match length: All matches will have 3 games, with each game counting towards your standings. All games will utilize **rally scoring** to 25.
- Grace Period: There will be no grace period; game time is forfeit time.
- Late 1-10 minutes = forfeit of the first game.
- Late after 10 minutes = forfeit of the match.
- Time Outs: Two per team-duration: 30 seconds or whenever the team calling the time out is ready.

### **Scoring:**

- *Game:* All games will utilize **rally scoring** to 25. In all games a team must win by two points (27 point cap).
- *Point Cap:* The maximum amount of points a game is allowed to be played to, regardless of the point differential.
- *Rally Scoring:* A point is scored on every serve by either team.

### **CO-REC VOLLEYBALL:**

The team shall be composed of 6 players, 3 male/3 female

- A minimum of 4 players is required to start a match.
- At least two (2) males and two (2) females are required to start play. There can never be more males than females on the court for a team. Teams can play with as many or as four (4) females and two (2) males.
- The serving order and position on the court shall alternate male/female.
- If a team contacts the ball more than once in a single volley, a female must contact the ball at least once.

### **OFFICIALS:**

- "Recreation" level volleyball is a step below U.S.V.B.A. play. Officials are instructed to call catches, carries, and throws, but it is a judgment call.
- U.S.V.B.A. play (Competitive Leagues) will be called closer, in accordance with those levels. An honor call is encouraged, since we have one official. It's the official's discretion on using an honor call.
- If an official fails to show and a replacement cannot be found, the match will be played with no official. Teams must play on their honor and make their own calls.

### **PROTESTS:**

- A correctable error must be brought to the official's attention during the game in question and a decision made at that time. A max of 5 minutes will be granted to a team to find in the local rules or U.S.V.B.A. rule book what the error was and how it is to be corrected. Officials should do the same. If, however, evidence cannot be found, the call stands and match continues.

### **MISCELLANEOUS:**

- Game equipment is expensive and is not to be abused. Penalty may be a warning, player ejection from a game or match, or loss of point. Teams will use game balls provided by the league.
- Each team captain must submit a line-up prior to each match.
- It is the responsibility of the captain of the winning team to verify the match results and sign the score sheet.
- After a forfeited game, a fee of \$25 **MUST** be paid by the following week's match or that match will be forfeited as well. If two (2) matches are forfeited in the same day, a fee of \$40 must be paid by the following week's match or that match will be forfeited as well.