

Game Volleyball Rules

Service:

The server must call "Service" before beginning the serve approach

The server may use any part of the width of the court to serve the ball

Up to and including the point of contact with the ball, the server's feet must be placed behind the end line of the court, but can land inside the court or line after contact

The receiving team cannot block or spike a served ball

If the server tosses the ball for serve, but does not serve it he does NOT need to let it drop to the ground, but needs to call "Service" again

If the serve hits the net and goes into the opposite court, it is in play

The server's position must be the back-right position, but may still move according to the rotation rules after service

The team that is receiving the serve must not block the line of sight to the server or the flight path of the ball to any player of the opposing team

Spiking and Blocking:

Cannot make contact with the net other than with the ball at any point

The spiker must make contact with the ball on their own side of the net, but may follow through over the net, without making contact with the net (Situations where the ball is contacted by both opposing players at the same time can be made if the ball is directly above the net)

Back line players, while inside the attack zone (the 10 foot line) cannot play the ball directly into the opposite court while any part of it is over the top of the net

- Good rule of thumb is no jumping while inside attack zone

Back line players may make contact with the ball at any height if the player jumps from behind the attack zone (they may hit the ball while in the air then land into the attack zone)

If a block is made, the team that made contact with the block has three additional hits, including the player who initially made contact on the block

While blocking the player is allowed to touch the ball beyond the net, so long as contact is made after the opposing player makes contact with the ball

In order for the ball to be considered a block, the blocker must make contact with the ball while any part of the ball is higher than the net

The ball may not be blocked by a player blocking from outside the antennae

Net Play:

The net may not be touched at any time

If 2 opposing players touch the net at the same time, the ball is declared dead and the point is replayed

Players may cross underneath the net so long as:

- They do not make contact with the opponent
- The part of the body that goes underneath the net must still remain on their side of the net
- If there are any hazard to the other team's safety, the team that crossed the net loses the point

If any singular player commits this foul more than 3 times in one match, they must be substituted for another player for the remainder of the set.

If a player commits this foul once more after being substituted out for a set, they must be removed from the game (For the safety of the other players)

If the ball is driven into the net and causes contact with the opposing player, no fault is committed.

Ground Rules:

If a played ball hits the ceiling or any part directly above the court, it is still playable by the team who initially made contact as long as the number of contacts remain under 3 (Same goes for contact with the backboards, as long as it remains on the same team's side of the court) It is considered a side-out if it goes over the net

If a played ball hits a side wall/curtain, the play is considered a side-out (The opposing team gets the point)

Legal Play:

Legal contact of the ball:

- The ball must not make contact with any part of the body for an extended amount of time
- The ball may not be kicked (However, if the ball makes contact with the player's lower body with the foot fully planted, it is legal contact)
- The ball may only be touched in succession off of hard-driven balls or when blocked

Boundary lines are considered "in"

There is NO rule of three (The ball can be played even if three players of the same gender make contact with the ball and the ball goes over into the opposing court)

If the ball is played over the net, but outside the boundaries, it may be played back to the original side of the net first, then back over the net in the legal zone, so long as the number of contacts remain and the ball is not played into an unsafe zone.

Illegal Play:

The ball may never be contacted with an open-hand underhanded motion

During the first hit of the team, except when serving the ball may contact various parts of the body consecutively as long as the contacts occur during one action

If the ball is hit towards an unsafe area, it is a dead ball and (1) the team that hit the ball over the net gets the point, if the receiving team hit the ball at least once or (2) the team that hit the ball over the net was the last to touch the ball before landing on the ground loses the point.

Substitutions/Rotation:

Rotation rules are as follows:

- The team must stay in rotation according to a clockwise method, each player moving one position clockwise after each side-out (Each time the server changes for that team)
- After the service, the players may play at any position of the court, however back line players must still play according to back line rules, no matter where they move.

Substitution rules:

- Players may be substituted out at any point in-between points, but they must take the same position as the player they are substituting in for.

All rules must be called by the team that performed the foul. We are playing by the honor system, without referees, so each team is responsible for their own fouls.

Co-Ed Team formations:

4, 5 & 6 players:

- At least 2 girls

3 players:

- At least one girl

2 players:

- Forfeit

The serving order must alternate between men and women