

Coed Volleyball Rules

Format:

Each match consists of 3 games to 25 (win by 2 OR first to 27). Rally point scoring will be used (do not need to be serving to score points). All three games are played regardless of wins/losses. Each game will count towards overall standings for the session. Games will be played with USA Volleyball Rules with the following specifications/changes:

Equipment:

Teams are encouraged to wear same color. Acceptable footwear includes sneakers, turf shoes, or cleats- no metal spikes. Volleyball will be supplied by Wide World of Indoor Sports.

Players/Rosters:

Captains must submit roster before first match. Changes are permitted through third match. All players are required to have photo ID on hand at each match in case of roster challenges. Gameplay is 6v6, teams can roster up to 10 players. A minimum of 4 players must be on the court to start game.

For coed, 6v6 gameplay, a minimum of two females are required on the court at all times. If a team only has 1 female present, the team will play with 5 on the court (4 male, 1 female). A minimum of 4 total players must be on the court to start game (minimum 1 female). If 0 females are present, the match is an official format.

Teams have 10 minutes to field a team before a forfeit of game 1. Teams have 20 minutes total (includes prior 10 minutes) to field a team before games 2 and 3 are a forfeit.

Gameplay/Rules:

Serving: The team designated as “Home” on the league schedule will serve first for games 1 and 3. The team designated as “Away” will serve first for game 2. Once ready for play (on the referee’s whistle), server has 10 seconds for toss. Server gets 1 re-do on toss under the condition they do not touch the ball, it must fall directly to the floor. The ball must be released from the hand before contact is made on a serve. A legal serve is one that does not make contact with the net or one that makes contact with the net, but does go over (the ball is considered in play). A serve that makes contact with the net and does not cross to the opponent’s side is a side out. The server may not step on or over the end line until the ball has been contacted. The width of the service area is from sideline to sideline with the depth being infinite. If a player steps on or over the line, a foot fault will be called and it will be a side out. The serve receive may not be blocked, spiked or attacked with an overhand gesture towards the ball. On a serve receive, contact with the ball must be made below the height of the net if it is to be directed back into the opponent’s side of the court.

Hitting/Blocking: A defensive block does not count as one of the allowable contacts. A player may reach over the net to block a ball if: any portion of the ball breaks the plane of the net; after the offense has come in contact with the ball on the third attempt.

Contact of the ball when spiking is legal only if a portion of the ball is in contact with the plane or the net or on the hitter’s side of the net. Hitters may follow through over the net after legal contact as long as they do not make contact with the net. The ball must be cleanly hit when spiking with an open or closed hand; guiding or carrying is

illegal.

Back row players cannot spike or run up to block at the net. If a back row player wishes to spike (direct a ball into opponent's court that is above the height of the net) a ball at the net, they must first jump from behind the 10-foot line.

No part of the body may touch the net at any time during gameplay.

Rotating: Teams must rotate after every side out. This includes the first side out of the game. Teams are not allowed to decide not to rotate for their first service.

Teams may rotate in one of the following manners which must remain consistent for the entire game:

1. Player for Player- A player who is out may substitute for a player who is on the court. These two players may only substitute for each other during the course of the game. Once you substitute for someone, you may not substitute for anyone else. These two people may substitute an unlimited number of times.
2. Rotating In- All of your substitutes may rotate into one position on the court. You may not skip anyone unless it is to adhere to male/female ration limits, which limits it to no more than 4 men on the court at all times. You cannot have a separate male/female rotation. Players standardly rotate into the service position; rotation must do so in the same order throughout the course of the game.

Facility-Specific: Any time the ball hits the ceiling netting and goes over the net it is considered out of bounds. If the ball hits the side nets/any walls/goal it is considered out of bounds. If the ball hits the ceiling netting and comes back to the original side, it can still be played as part of the original 3 hits.

Standings/Playoffs:

Standings will be updated at WWIS and online. All teams make the playoffs. For playoffs, teams may have more than one match in a night. All players must be on a team roster by week 3 of the regular season to participate in playoffs. Playoffs are single elimination and games are a best 2 out of 3. Regular season scoring rules apply.

Playoff Seeding/Tiebreakers: Teams are seeded according to total points. Teams earn three points for each "Match Win" and zero points for each "Match Loss". Games won and games lost (within each match) are also recorded. In the instance of a tie in Total Points, the following tiebreaker procedures are as follows:

1. Head-to-head (among 2 tied teams, not applicable to 3 or more)
2. Most shut outs
3. Least games lost
4. Coin Toss

Sportsmanship:

A player may be dismissed from the field if the player is violent and/or offensive in conduct. This is at the discretion of the referee and the league manager(s). Depending upon the severity of the infraction, the individual may be removed from the tournament and asked to leave the facility.