

# SUMMER VOLLEYBALL RULES

*USVBA Rules and Regulations*

**Dimensions of the court** (1.1.1) The playing court measures 59'x29'6".

**Height of Net** (2.4) The height of the net shall be 7'11<sup>5/8</sup>.

**To Win a Match** (7.1.1) A match is won by the team that wins the best of three.

**To Win a Game** (7.2.1) A game (except the deciding third game) is won by the team which first scores 25 points with a minimum lead of two points. In the case of a 24-24 tie, play is continued until a two-point lead is achieved (26-24, 27-25, etc.). During the tie breaking 3<sup>rd</sup> game, the referee conducts a coin toss in the presence of the team captains (representatives). The winner of the coin toss chooses: the right to receive the service or the side of the court. The other captain takes the remaining alternative. The game is played to 15. The game takes place until one team scores 8 points, and then the teams switch sides and play continues until one team scores 15 points. In the case of a 14-14 tie, play is continued until a two-point lead is achieved (14-16, 15-17, etc.).

**To Score a Point** (7.3) If a team fails to serve properly, return the ball, or commits any other fault, the opponent wins the rally and scores a point. The consequences of winning the rally are:

If the serving team wins the rally, it scores a point and continues to serve.

If the receiving team wins the rally, it scores a point and gains the right to serve.

**Coin Toss** (8.1) Before the warm-up, the first referee conducts a pre-match conference and coin toss in the presence of the team captains (representatives). The winner of the coin toss chooses: the right to receive the service or the side of the court. The other captain takes the remaining alternative.

**Rotation** (10.2) When the receiving team has gained the right to serve its players must rotate one position clockwise (even on the first serve, the receiving team must rotate)

**Playing Faults** (13.1) A playing fault is any action contrary to the rules

The consequences of a fault, is the loss of a rally. The opponent of the team committing the fault wins the rally and scores a point.

If two or more faults are committed, by two opponents simultaneously, a double fault is committed and the rally is replayed

**Simultaneous Contact** (14.2)

When two or more teammates touch the ball simultaneously, it is counted as one contact. If teammates collide, no fault is committed. Any player may play the ball next if the simultaneous contact is not the third team contact.

**Faults in Playing the Ball (14.5)**

1. Four hits: A team contacts the ball four times before returning it to the opponents
2. Assisted Hit
3. Catch – the ball is caught and thrown (lifts)
4. Double contact – A player contacts the ball twice in succession or the ball contacts various parts of the body successively (may not roll up/down arm)
5. Illegal hit – a player in a non-playing area hits the ball
6. Contact below the waist
7. Lifts

**Ball Touching the Net (15.2)** The ball may touch the net while crossing (even in service)

**Reaching Beyond the Net (16.2.1)** In blocking, a blocker may contact the ball beyond the plane of the net provided the blocker does not interfere with the opponent's play.

**Penetration Under the Net (16.3.1)**

A player may reach or penetrate into the opponent's court and/or space under the net, provided this does not interfere with the opponent's play.

Penetration into the opponent's court beyond the center line to: touch the opponent's court with (a) hand(s) foot or feet is permitted, provided some part of the penetrating hand(s)/foot/feet remains either in contact with or directly above the center line

**Contact With the Net (16.4)**

It is a fault to touch any part of the net except for incidental contact by a player's hair or insignificant contact by a player not involved in the action of playing the ball.

A player may touch a post, rope or any other object outside the total length of the net, provided this contact does not interfere with play.

When the ball is driven into the net and causes it to touch an opponent, no fault is committed.

**First Service in a Game (17.2)**

The first service of game No. 1 and any deciding game is executed by the team determined by the coin toss.

The other games will be started with service by the team that did not serve first in the previous game

**Service Order** (17.3.2.2) When the receiving team wins the rally, it gains the right to serve and rotates (even after first receipt of the ball)

**Execution of the Service** (17.5)

The server may move freely within the service zone

The server must contact the ball within eight (8) seconds after the referee whistles for service

After clearly being tossed or released, the ball shall be contacted with one hand or any part of one arm before it touches the playing surface.

Two tosses or releases of the ball, which can be considered to be a part of the service action, are allowed with no previous contact with the ball. If the ball touches any part of the body during the two tosses, it is considered a service fault.

**Service Faults** (17.9) If the ball fails to pass through the crossing space. If the foot touches or crosses the service line. If the ball touches any part of the body or is caught during the first release of the ball without following through with the serve

**Restrictions to a Back-Row Player's Attack-Hit** (18.3)

A back-row player may complete an attack-hit at any height from behind the front zone. At take-off the foot (feet) must neither have touched nor crossed over the attack line or its imaginary extension. After the attack-hit, the player may land within the front zone.

A back-row player may also carry out an attack-hit from the front zone, if at the moment of the contact any part of the ball is below the top of the net

**Attack-Hit Faults** (18.4) a player completes an attack-hit on the opponent's serve when the ball is entirely above the top of the net (no blocking serves or spiking serves)

**Blocking Faults** (19.5) a player blocks the opponent's service (may not block a serve)

## RESPONSIBILITY OF TEAMS

### 10 Commandments of the Hosting Team:

1. Thou must provide light snack and drinks for the players after the game
2. Thou must provide a cooler of water for during the game
3. Thou must provide 2 line judges and a score keeper and one referee.
4. Thou must designate an emergency person in case of problems
5. Thou must open with prayer and introductions
6. Thou must supply a first aid kit
7. Thou must go over the rules of the game before the game
8. Thou must explain individual court rules before the game and both teams must agree on them or compromise in order for them to take effect
9. Thou must provide a ball to practice with
10. Thou must have a positive Christian attitude

### 10 (Minus 4) Commandments of the Visiting Team:

1. Thou must Provide 2 line judges and a referee
2. Thou must Provide a ball to practice with
3. Thou must call host team and get directions
4. Thou must listen to the rules of the game
5. Thou must listen to individual court rules and decide to agree or compromise on them
6. Thou must have a positive Christian attitude

Teams may have **one** adult representative play on the team if both teams agree that the adult may play.

Teams must have at least 2 of the opposite gender on the court at all times.

Teams may consist of those who are no younger than just completing the 5<sup>th</sup> grade and NO OLDER than just completing the 12<sup>th</sup> grade. If they are older than this, they are considered an adult and are subject to both teams agreeing in order for the person to play. The adult MAY NOT play if both teams do not agree to allow them to play.

Games will start at 7pm unless previously decided by the two playing teams. Any missed games may be rescheduled at the discretion of those teams.