

# **KW Co-Ed Volleyball League**

## **Playing Rules**

Playing Rules are governed by FIVB. Exceptions to FIVB rules and clarifications follow:

1. First game of the evening shall start at the time indicated on the schedule. Everyone must be out of the school by 10pm, unless indicated differently by the specific permit for that school.
  
2. Game format:
  - a. Three teams are in each 1/2 gym. The 3 teams will all play against each other throughout an evening according to the schedule.
  - b. The team not playing will officiate. That team must provide a minimum of three (3) people as such:
    - i. One person to act as referee.
    - ii. Two people to call the lines.
    - iii. Others may act as scorekeepers, or the lines people can score.
    - iv. Referees should bring their own whistle and be familiar with the rules of the game.
    - v. Lines people should line up diagonally opposite each other at the ends of the court, avoiding the corner where most players begin their serve.
    - vi. Those officiating should avoid distractions such as cell-phones and other devices.
  - c. One (1) time out per team per game will be allowed per game.
  
3. Line-ups:
  - a. There must be a minimum of 5 players per court and maximum 3 males (maximum of 6 players total).

- b. Substitutions: (7 or more players) - Teams with more than 6 players have the following three options:
  - i. Player sits the entire game
  - ii. Player sits for one full rotation then subs for one other player (see Rotation), again full rotation. (works out to about half of a 25pt game)
  - iii. Players enters the rotation from either the 1 or 6 positions only (see Rotation
  - iv. LIBERO is allowed in C Division ONLY.
- c. Rotation:
  - i. Except for the beginning service of the game, each time a new team serves, the teams must rotate one spot.
  - ii. A team has two (2) options of where players may enter the court:
    - 1. A player may enter at the middle back position (#6) and then exit after serving (#1)
    - 2. A player may enter at the serving position (#1) and exit from the front right (#2) position.
- d. Exception: Rotation with 5 players – C, D1, D2 Divisions:
  - i. Teams with 5 players can only play with 2 in the front row.
  - ii. There will be No rotating Hole and No loss of serve.
  - iii. A setter can come up from the back row to set, but only the front two can block or hit.
  - iv. All back row players must line up behind AT LEAST ONE PHYSICAL front row player.
- e. Exception: Rotation with 5 players – E Division only:
  - i. Teams with 5 players may play with 3 in the front row.
  - ii. There will be No rotating Hole and No loss of serve.
- f. Forfeits:
  - i. Teams must have a minimum of 5 players to begin the first game.
  - ii. Teams have a 10 minute grace period before a forfeit for the first game is declared.

- iii. A subsequent 10 minute grace period is allowed before the second game is declared forfeit and also for the third. At such time the match would then be forfeit.

g. Late arrivals:

- i. Late arriving players may enter play once all players and substitutes have entered play in that game.
- ii. If a team is playing with 5, the arriving player may enter play immediately.

4. Clarifications on Play and Court:

- a. Net height: The net shall be placed at the Senior Men's Level (2.35m).

b. Scoring:

- i. Rally Point. A rally is a sequence of playing actions from the moment of the service hit by the server until the ball is out of play. If the serving team wins a rally, it scores a point and continues to serve; if the receiving team wins a rally, it scores a point and it must serve next.

ii. Division C:

- 1. The first 2 sets are won by the team which first scores 25 points with a minimum lead of two points, or by a minimum spread of 2 points if the game reaches a 24-24 tie. The 3rd set is played to 15 points with a minimum lead of 2 points or by a minimum spread of 2 points if the game reaches a 14-14 tie.
- 2. Matches will be best 2 out of 3 sets. Game 3 is only played if each team wins 1 of the first 2.

iii. Divisions D1, D2, E:

- 1. All 3 sets are won by the team which first scores 21 points.
- 2. Matches will be 3 sets, regardless of who wins the first 2.

c. Net and Court Violations:

- i. Contact with the net by a player between the antennae, during the action of playing the ball, is a fault.
  - ii. The action of playing the ball includes (among others) take-off, hit (or attempt) and landing.
  - iii. Center-line violations occur if one foot completely crosses the center line which means that the whole body excluding the feet can fall across the center line provided that the feet remain on, above or behind the center line and provided that the player does not interfere with any opposing player
- d. Back court attack hits are permitted. Player must be behind the attack line before leaving the floor to make the hit, and can land anywhere on their own side of the net. If there are not volleyball specific lines on the gym floor, please identify via other lines where the attack line will be judged.
- e. Double hits are allowed when blocking or receiving an attack hit by the team, as long as it is during one action by the player.
- f. These are all faults:
  - i. Assisted hit: whenever a player takes support from a teammate or structure/object (eg. Wall) in order to hit the ball.
  - ii. Catch: the ball is caught and/or thrown; it does not rebound from the previous hit (look for a pause during the hit from when the ball touches the player till when it leaves the player if there is one, it's likely to be a catch and/or throw). This applies to sets and what we've always referred to as lifts. 4 hits.
  - iii. Double hit (except as noted above).
- g. Attacking and Blocking: a player may place his/her hands and arms beyond the net, provided that this action does not interfere with the opponent's play. Thus, it is not permitted to touch the ball beyond the net until an opponent has executed an attack hit. An Attack Hit is defined as all actions which direct the ball toward the opponent (except serves and blocks), and during an attack hit, tipping is allowed only if the ball is cleanly hit, and not caught or thrown.

- h. The ball is "out" when:
- i. the part of the ball which contacts the floor is completely outside the boundary lines
  - ii. the ball touches an object outside the court
  - iii. the ball crosses completely under the net
  - iv. the ball touches the antennae, ropes, posts, or the net itself outside the side bands. If there are NO antennae or side bands, the lines people will assist in making these "out" calls.