

Co-ed Volleyball Rules

All games will be played according to United States of America Volleyball (USAV) rules with these exceptions:

Submitting a Roster:

Each team must submit a roster with a maximum of 12 players. **No player may register for more than one team.** Rosters must be signed and turned in prior to the determined deadline. The roster will be frozen by the 2nd week of play, and no changes will be allowed after this time. A team consists of six players. Four players are required to avoid forfeit, two of whom must be females. Only three men will be allowed on the floor during any game.

Shortage of Players:

If a team has less than four registered players, they must forfeit. No player is allowed to play on more than one team.

Timing and Scoring Regulations:

Game time is forfeit time. Each team must have at least four players ready to play at game time or the first game will be forfeited. Ten minutes will be allowed to elapse before the second and third games are declared forfeits. When, for any reason, a team is reduced to less than four players, the remaining games will be forfeited. Each match will consist of three rally scoring games to 25 with a 27 point cap. Games must be won by two points. Standings will be based on the number of games won. Individual awards will be given to each championship team.

Serving regulations:

If a serve hits the net it is still a playable ball. If the ball hits any part of the boundary lines, it is in bounds. If any part of the server's foot touches the end line prior to contact with the ball, it is a foot fault and the ball will be awarded to the opposing team. All players should rotate clockwise at each change of serve.

Legal and Illegal Hits:

A ball may be contacted with any part of a player's body as long as it is a clean contact. The following constitutes as an illegal hit: the ball visibly comes to a rest, the ball is held or thrown as a slam dunk, successive contacts except for the first contact of a rally, and attacking or blocking a serve. If the ball is contacted more than once, a woman must make one of the contacts.

Faults:

The following types of faults cannot occur during an attempt to play the ball:

Player touching the net, hands cannot reach over to the opponents' side of the net when hitting the ball, catching or throwing the ball, and serving out of turn.

Blocks and Attacks:

A block will not count as one of the three given contacts. A player may make the first contact after touching the ball on a block. If two girls are in the front row, a guy may come to the front row to block, but may not jump to attack the ball. A back-row player may complete an attack at any height from behind the 10 ft line. A back-row player may also attack the ball from the front zone if at the moment of contact any part of the ball is below the plane (top) of the net. Spiking the ball when the entire ball is on the opponent's side of the net is always illegal.

Substitutions and Timeouts:

Substitutions may be made to the center-back position when the team rotates to serve. If a player arrives after the game has started, that player will be allowed to enter the game in the center-back position when the team rotates to serve. In the event of an injury the injured player may be replaced immediately by direct substitution without rotation. The injured player may not play for the remainder of that game. Substitutions are unlimited. Each team is allowed two 30 second time outs per game.

Children must be attended at all times.