

CITY LEAGUE VOLLEYBALL RULES



Rally Point games will be played. This means that points will be scored on EVERY serve. All three games will be played to 25 points. Net serves will be good.

Game play will be governed by the United States Volleyball Association rules and regulations. The following are highlights and exceptions. Managers should consult a USVBA guide book for complete rules and regulations.

B LEAGUE: (semi-skilled, beginning competition)

1. Overhand serves and spiking is allowed.
2. You must "bump" the ball if it's below shoulder level.
4. Allow double hit on any first ball over the net.
5. Obvious lifting, pushing, or throwing will be called.

BB LEAGUE: (intermediate skilled, competition)

1. Violations called in BB league: Lifting, pushing and throwing.
2. Illegal hits are more strictly enforced than in B league.

A or OPEN LEAGUE: (highly skilled players, most competitive)

USVBA rules strictly enforced.

TEAM PLAY

1. Spokesman for the team - During the game, players may not address the referees. Only the playing team captain may address the referees and shall be the spokesman for the players.
2. Composition of Teams and Forfeits
A team must have three (3) players to start a match and three (3) players to continue the match. If three (3) players are not on the court, ready to play, at GAME TIME, the first game will be declared a forfeit; if three (3) players are not on the court five (5) minutes past game time, the second game will be declared a forfeit; if three (3) players are still not on the court ten (10) minutes past game time, the match will be declared a forfeit.
3. Game Play
 - A. All Teams Will Play Three (3) Games - There will be no MATCH play (i.e., best 2 out of 3). Each game will count in the teams' total standings.
 - B. Toss of Coin - Prior to the start of the game, the referee or a designated official shall conduct a coin toss to determine the choice of serve or court. Second game served by team not serving first game. Third game will have a coin toss to determine choice.

- C. For First and Third Game - (Toss coin) - For the first and third game of a match, one of the two teams shall call the toss of the coin. The winner takes the serve or choice of playing areas. The loser receives the service or choice of playing areas as the case may be.
 - D. Readiness of Play- At the start of game, or following a "dead ball," the official shall signal readiness to play by blowing his/her whistle, and giving a visible sign.
 - E. Scoring - All three games in the match will be played to 25 points.
 - F. Time Outs - There can be two time-outs per game for each team.
4. Rotation
- A. All team members present must be rotated into the game in a set line, so as to give all members equal opportunity to play. Exception: BB may either rotate or substitute.
 - B. Team members will be rotated into the game each time "side out" is called and team rotates to serve. (The last server rotates out, and the new player takes the center back position.)
 - C. Players arriving late shall be added to the line-up as soon as they arrive. (Center back position, or as close to that as possible, in order to keep the line-up with alternating sexes.)
 - D. Except for late arriving players, the line-up can be changed only between games. No substitutions will be allowed any other time.
 - E. These rotation rules become effective the first time the team rotates.
5. Net Play
- A. Contacting Net - A player shall not contact any part of the net or its supports while the ball is in play. If a player inadvertently touches the official's platform or net supports (other than rope and cable), it is not a foul. It is not a foul if the ball is driven into the net so that it causes the net or its supports to contact an opposing player or players. They did not actually contact the net by their own impetus.
 - B. Reaching over the net - In returning the ball, a player may follow through the net, providing they first contact the ball on their own side of the net. Player(s) in the act of blocking may reach across the net but may not contact the ball there until the opponent has completed three hits.
 - C. Ball Contacting and Crossing the Net - A ball may touch the net within the side line markers when crossing it to enter opponent's playing area.
 - D. Part of Ball Crossing Net - A ball is considered as having crossed the net if any part of the ball breaks the perpendicular plane of the net.

CO-REC RULES

All Co-Rec volleyball leagues will play by the city league volleyball rules with the following exceptions:

1. A team must have three (3) players to start a game and three (3) players to continue a game. (If a minimum of three players are used, there must be a combination of either two males and one female or two females and one male. If four or five players are used, there must be two players of the same sex on the court at the same time.) The composition of a complete team, including substitutes, may not exceed 20 players. There shall be three (3) men and three (3) women placed alternately on the court.
2. In rotation, women must replace women and men must replace men.
3. Each team allowed a maximum of three successive contacts of the ball in order to return the ball to the opponent's area. When the ball is contacted more than once by a team, at least ONE of the contacts should be made by a female player. (NOTE: Contact of the ball during a block does not count as one of the three team hits).
4. A stronger player may not encroach on a weaker player's position. This is a judgment call by the official.

Exception: Over 50 is not required to have a certain number of each sex, a female does not have to make contact with more than one hit, and any player may rotate in for another regardless of sex.

RULES FOR OVER 50 LEAGUES

The same rules apply as any men's or women's leagues, with the following exception:

- A. Teams are not required to have a certain number of each sex to play.
- B. A female does not have to make contact with more than one hit.
- C. Any player may rotate in for another, regardless of sex.

FOR ALL LEAGUES

AREA BETWEEN COURTS

The area between the courts is divided by a blue line. This line represents a dead area when crossed. In order to avoid collisions of players and possible injuries, the ball will be called dead after it crosses the blue line separating the courts. If a player makes contact with the ball and then crosses completely across the blue line, the ball will be called out. The officials will make a judgment call if a player makes contact with the ball and then steps ON the line without crossing over.

BALL CONTACTING CEILING

You will be allowed to play the ball if it hits the ceiling and comes back down on your side and your team has not used all three of the allowable hits. If the ball hits the ceiling and falls down to the opposite side of the net, it will be called dead.