

Fall Festival Co-ed Volleyball Rules and Regulations

ALL DECISIONS MADE BY THE FESTIVAL STAFF WILL BE CONSIDERED FINAL

A. BASIC INFORMATION

1. Standard girls' high school indoor volleyball rules are in effect. Team members are expected to understand the rules of play during a rally. Not all rules are listed in this document.
2. TO WIN A GAME – A game is won by the team which first scores 15 points.
3. TO SCORE A POINT – If a team fails to serve properly, return the ball, or commit any other fault, the opponent wins the rally and scores a point. The consequences of winning the rally are: 1) If the serving team wins the rally, it scores a point and continues to serve; 2) If the receiving team wins the rally, it scores a point and gains the right to serve.

B. TOURNAMENT SETUP

1. Each team will consist of a minimum of 4 to 6 players. **Each team must have a minimum of 2 girls OR 1 guy on the court at all times.**
2. This will be a double elimination tournament. The start will be determined by a “volley for serve”. A valid “volley” is the ball crossing the net at least twice.
3. Teams will trade sides of the net when the first team reaches 8 points.
4. **The championship will be played to 15 points and the winning team must win by two points.**
5. A game won by forfeit will result in a 15-0 victory for the team present at the court.
6. Each team is allowed one 30-second timeout.

C. PARTICIPANTS

1. Each team must have at least four players. Players may not wear hats or jewelry while playing. An exception will be made for medical medallions which must then be taped on the inside of the jersey.

D. PREPARATION FOR THE GAME – STRUCTURE OF PLAY

1. PLAYERS' POSITION AND ROTATION – At the moment the ball is contacted by the server, each team must be completely within its own team court (except the server) in two rows. Once the ball has been served, the players may move to any position within their team court within their row. When the receiving team has gained the right to serve, its players must rotate one position clockwise (player in position 2 rotates to position 1 to serve; player in 1 rotates to 5, etc.).

E. PLAYING ACTIONS

1. BALL IN PLAY – The rally begins with the referee's whistle. The ball is in play from the service contact.
2. BALL OUT OF PLAY – The rally ends with the referee's whistle. However, if the whistle is due to a fault made in play, the ball is out of play from the moment the fault was committed.
3. BALL “IN” – The ball is “in” when it touches the floor of the playing court, including the boundary lines.
4. BALL “OUT” – The ball is “out” when: 1) no part of the ball contacts either a boundary line or the area within the boundary lines or 2) it contacts an object outside the court or 3) it contacts an antenna, rope, post, supporting apparatus for a post or the net itself outside an antenna/side band or 4) it completely crosses the vertical plane of the net, partly or totally outside the crossing space or 5) it touches a player then contacts the floor on that player's side of the net.
5. SERVICE – The service is the act of putting the ball into play by the right back-row player (player position 1) who hits the ball with one hand or arm from the service zone. ***Reminder – all serves crossing the net are legal if in bounds – including those which hit the net and go over to the receiving teams' side.***
6. MULTIPLE HITS – **During each service, when there is only one hit, the ball may be returned by either gender. When there are two hits, each gender must take part in the return.** (We strongly encourage each team to have multiple numbers of each gender on the court at all times).