



Volleyball Rules

Game Format

- Thursday at 6:30pm, 7:15pm, 8:00pm, 8:45pm

Court information: All games will be played on the VSL court.

Game Ball: Volleyballs will be provided by VSL and must be used during league play.

Scorekeeping: It is the responsibility of the VSL staff to keep score. VSL staff will assist in any discrepancies with the scores.

Game Duration: A game clock will be set at 45 minutes at the start of the game time according to the schedule. It is up to the teams to be present and prepared to begin the game at their scheduled time, at which time the clock will start. A 3 minute interval will be allowed in between sets but is included in the 45 minute overall time limitation.

Officials

- No referees will be provided. Teams will be expected to call their own lines, net and boundaries.
- Players may challenge a play if they deem it necessary. If teams cannot agree on the legality of the play, it will be replayed with no score rewarded for the play in question.

Timeouts

Each team is entitled to 1 timeout per set. Each timeout lasts for 1 minute but may end earlier if both teams are ready for play. A timeout stops game play for the designated minute but does not stop the overall running clock of 45 minutes.

In Game Substitutions

Substitutions are allowed before the start of a set or after a completed rally.

Game Play

Rotations

- When the receiving team gains the right to serve by winning a rally, its players must rotate one position clockwise(player in position No. 2 rotates in position No. 1 to serve; player in position No. 1 rotates to position No. 6, etc.)

Scoring

- Scores will be determined using rally scoring
- A team scores when:
 - The ball contacts the opponents court
 - The opposing team commits a fault

Winning Score

Non deciding sets: For each non deciding set, a team that scores 25 points and has at least a 2 point advantage over the opponent wins that set. If the score is tied 24-24, play continues until one team has a lead of 2 points.

Deciding sets: A deciding set is won when a team scores 15 points and has at least a 2 point advantage over the opponent.

Point cap: For non deciding sets the point cap is 27. For deciding sets the point cap is 17.

Service

- First service will be determined by rock, paper, scissors at the start of the game.
- At the moment the server contacts the ball for service or takes off for a jump service, the server must not touch the court (end line included) or the playing area outside the lines marking the width of the service zone. The serving team continues to serve until that team commits a fault.
- The serving team loses the rally when one of the following serving faults occurs:
 - The ball fails to cross the net, is served into or under the net
 - The ball touches a player on the serving team or any object except the net before entering the opponent team court
 - The ball lands out

Contacting the ball

- Each team is allowed a maximum of three successive hits of the ball (in addition to blocking).
- A player may not contact the ball with two separate and consecutive motions.
- The ball may contact any part of the body but must be cleanly hit, not caught or thrown.

- During blocking or during the team's first hit, successive contacts with various parts of the players body are permitted in a single attempt to play the ball.

Blocking

- A block contact is not counted as a team hit. After a block contact, a team is entitled to three hits to return the ball.
- The first hit after the block may be executed by any players, including the player who blocked the ball.
- Blocking a served ball is a fault.
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Ball In / Ball Out

Ball In: The ball is in when it touches the floor of the playing court including the boundary lines.

Ball Out: The ball is out when:

- It hits the floor and no part of the ball contacts either a boundary line or area within the boundary lines
- It contacts a floor/wall obstruction outside the court, a wall or a person out of play
- It contacts any object above a nonplaying area, an antenna, the net outside an antenna or the net post

Substitutions:

In the event a team does not have the adequate amount of players, they are allowed to use max of 3 substitute players. The substitute must complete a liability waiver. SUBSTITUTES ARE ALLOWED TO PLAY IN A PLAYOFF OR CHAMPIONSHIP GAME ONLY IF THEY HAVE PLAYED AND SIGNED INTO A REGULAR SEASON GAME. SUBS MUST CHECK IN AND SIGN WAIVER AT FRONT DESK/ WITH SCORER AND RECEIVE WRISTBAND TO PLAY IN PLAYOFFS.

Substitutes may only participate in a game in the event a team does not have the minimum number of players to start the game. If paid players arrive after the start of game time, they take priority to a substitute. Subs are permitted to play in 3 regular season games only. If a substitute player is eligible and needed to play in a playoff game, they are only eligible to play with one team.

If a sub does not fill out a sub waiver/digital waiver during the regular season, they can not participate in playoffs.

Code of Conduct: VSL offers recreational sports leagues and will not tolerate unsportsmanlike conduct. Players displaying unsportsmanlike conduct with an official or player will first receive a verbal warning. If said player displays inappropriate behavior again, they will be suspended from the next scheduled game of the season. Depending on the severity of the conflict, season suspension may be enforced by the VSL coordinator. All warnings will be communicated by the official and via email by the VSL coordinator. Please note that officials serve the right to eject players from the game or place suspensions.

Forfeit

- Game time is forfeit time. Official time will be the Event Coordinator's time keeping device.
- If a team concedes or has started and ceases to play during an event, all prior wins or losses will still stand and any points earned will be awarded.
- If a team does not have the adequate amount of players(6) at the start of game time, they will have to forfeit. A grace period of 10 minutes will be honored. Following the 10 minute mark, the opposing team will be granted the winners with a score of 25-0 for 2 sets.
- If a set is defaulted for any reason, the defaulting team retains any points they earned. The winning team is credited 25 points or a sufficient number of points to indicate a 2 point advantage over the opponents.