

Summit Co-ed Volleyball Rules and Regulations

ALL DECISIONS MADE BY THE SUMMIT 2010 STAFF WILL BE CONSIDERED FINAL.

A. BASIC INFORMATION

1. Standard 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. There will be a 10 minute running clock. If neither team has scored 15 points within the time, the team with the lead will win the game. If a game is tied when time expires, one rally will be played to break the tie. Teams change sides when one team has scored eight 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 6 players. You may **also** have 2 alternates on your team. **Each team must have a minimum of 3 girls OR 1 guy on the court at all times.** Each team must be from the same local church, Journey 24/7 club or regional team. **You can substitute at any time during game play between rallies upon acknowledgement by the official.**
2. **Each team** will be randomly assigned into six groups of eight teams (**depending on how many teams participate**). Groups will be named RED, BLUE, GREEN, YELLOW, PURPLE, and ORANGE.
3. Each group of eight teams will be assigned a court and will play a double elimination tournament. One team from each group will advance to the championship round.
4. The championship round will also be double elimination. All teams will start the championship round at 0-0.
5. All games will be 10 minutes in length – running clock, or first team to 15 points. Because of court restraints, the schedule will need to be followed strictly! There will be a five minute window to allow for tie-breakers and for teams to get into position. Whoever leads at the end of regulation is the winning team. Referees/monitors will keep track of time. A game won by forfeit will result in a 15-0 victory for the team present at the court.
6. If a game is tied at the end of regulation, the teams will play sudden-death overtime with the team scoring first declared the winner. The team not receiving possession to start the regulation game shall receive the ball to start overtime.
7. Stalling goes against the fun principles of the game. An “unwritten 5-second serve clock” is in effect at all times and may be enforced by the court monitor/referee at his/her sole discretion. Failure to attempt a serve in 5 seconds, after being advised by the monitor/referee, will result in loss of possession and a point for the opposing team.
8. Each team is allowed one 30-second timeout. The 10-minute running clock does not stop unless the timeout is called during the final three minutes of the game. The clock will also be stopped if an injury occurs during the game.
9. We will have a full bracket and time sheet to handout when groups check in at **Summit on Monday, April 12th.**

C. PARTICIPANTS

1. Each team must have at least six players. A team captain must be indicated on the roster. The team captain represents the team in the coin toss at the pre-match conference. During the match, the team captain functions as the game captain only while on the court. When the ball is out of play, the game captain may speak to the referees to ask for an explanation of the application or interpretation of the Rules and also to submit to the appropriate referee any requests or questions of teammates. During the match, the captain, as well as other team members, may give instructions to the players on the court without disturbing or delaying the match. If uniforms are used, they must be clean and of the same color. **New this year, each team must acquire numbers for their players. These must be on the back of the uniform shirt – written, ironed, screen-printed, or pinned. (If pinned, you must tape over the pins.) This will inform the referees if a player is out of serving rotation. Being out of serving rotation results in a penalty side-out – turnover of service and a point for the opposing team.** 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. COIN TOSS – The referee conducts a pre-match conference and coin toss in the presence of two team captains. The winner of the coin toss chooses either the right to serve or to receive the service or the side of the court. The other captain takes the remaining alternative.
2. WARM-UP – As we are on a tight schedule at Summit, warm up time will be only 1-3 minutes on the court.
3. 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. Three players are in the front-row and occupy positions 4 (left player), 3 (center player), and 2 (right player). The other three are in the back-row occupying positions 5 (left player), 6 (back middle), and 1 (right player). 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. PLAYING FAULTS – Any playing action contrary to the Rules is a playing fault. The referee judges the faults and determines the penalties according to the Rules. (Research Girls High School Volleyball Rules on the internet paying particular mind to the National Federation of High Schools.) The consequence of a fault is a loss of rally. The opponent of the team committing the fault wins the rally and scores a point. If two or more faults are committed successively, only the first one is penalized. If two or more faults are committed by two opponents simultaneously, a double fault is committed and the rally is replayed.
6. PLAYING THE BALL – Each team is entitled to a maximum of three hits (in addition to blocking) to return the ball to the opponents. Team hits include not only intentional hits by the player, but also unintentional contacts with the ball. A player may not contact the ball with two separate and consecutive motions (EXCEPTIONS are a simultaneous hit and blocking. If two opponents simultaneously contact the ball and it remains in play, the team receiving the ball is entitled to another three hits. If such a ball goes "out", it is the fault of the team on the opposite side.
7. CHARACTERISTICS OF THE HIT – The ball may touch any part of the body. The ball must be hit, not caught or thrown. It can rebound in any direction. The ball may touch various parts of the body, provided that the contacts take place simultaneously. EXCEPTION: During the first hit of the team (not blocking [Rule 19.2]), the ball may contact various parts of the body consecutively, provided that the contacts occur during one action.
8. FAULTS IN PLAYING THE BALL – Four Hits: A team contacts the ball four times before returning it to the opponents. Assisted Hit: A player takes support from a teammate or any structure/object in order to reach the ball. Catch: A player does not hit the ball, and the ball is caught and thrown. Double Contact: A player contacts the ball twice in succession, or the ball contacts various parts of the body successively. Illegal Hit: A player, in a non-playing area, plays a ball. (Not all faults are listed here- Research Girls High School Volleyball Rules on the internet paying particular mind to the National Federation of High Schools.)
9. 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. The first service of game No. 1 and any deciding game is executed by the team determined by the coin toss. **Reminder – all serves crossing the net are legal if in bounds – including those which hit the net!**

F. THE FOULS (AND “DEBATES”)

1. If any player is less than cordial to our referees, they may be suspended for the game or the tournament. **Summit** also does not recognize non-playing coaches as part of the team. These “coaches” can be asked to leave the event site at any time should they become rude, unruly or act in a manner that is not honoring to Christ.

2. The referee will make all calls in the game.

3. The team captain is the sole representative for his/her team. The captain has the right to ask the monitor/referee/court supervisor to explain any rules. The court referee’s decision is final for the purpose of that game. Once play resumes or once the game is completed after a disagreement, the problem is considered a dead issue. **DURING ANY PROTEST, TIME ON THE GAME CLOCK CONTINUES TO RUN, EXCEPT FOR THE LAST THREE MINUTES OF THE GAME. ANYONE INVOLVED IN PUNCHING OR FIGHTING, FOR ANY REASON WHATSOEVER, WILL BE EJECTED FROM THE TOURNAMENT AND FROM VARSITY USA.**

G. MISCELLANEOUS RULES

1. **UNLESS OTHERWISE NOTIFIED, ALL PRINTED SCHEDULES ARE OPERATIVE ONLY THROUGH THE FIRST GAME FOR ALL TEAMS.** After that contest, each team is advised to check the master scoreboard for all schedules, times, courts, revisions and other important information. We reserve the right to reduce the number of games, or shorten games, due to unforeseen circumstances.

2. All referee calls are final. Offensive language and arguing with the referees will result in ejection from the tournament.

3. A player must leave the game when an abrasion has flowing blood. Once the flow has stopped and there is no chance of blood contacting other players, the player with the abrasion may re-enter the game.

4. No roster changes are allowed after submitting your form to Awana headquarters.

5. Coordinators will make every effort to place teams fairly. However, in some instances, there may be slight differences in playing ability, age and size.