

# CSSC 2011 Volleyball Rules

**PLAYER PARTICIPATION:** Each CSSC team participant MUST SIGN the team waiver/roster. Players may only play on the team for which they have signed up and may not play/sign for/ with another team. Player(s) that break this rule will cause BOTH of their teams to forfeit all games for which they participated (Forfeit Fine will be assessed)

**TEAM SIZE:** There are 6 players maximum on the court at one time. There must be at least 4 Players with no more than 2 men on the court with 2 females on the court. No limit to number of females.

**ROSTER:** There is no maximum number of players allowed on your roster. Players will not be allowed to participate without signing the CSSC waiver/roster form. The only way to add a new player to your roster after the final tee shirt order date is by dropping another player. Teams can DROP a player (s) up to the 3<sup>rd</sup> week of the season. The additional player must obtain the tee shirt from the dropped player in order to play. Rosters are frozen after the last game of the 3<sup>rd</sup> week. Additional roster sheets are available for adding players that were not at the first game.

**SPORTSMANSHIP:** While you are participating in any CSSC sport or social events, sportsmanlike conduct is expected. Unsportsmanlike behavior may result in that player/ team from being suspended / removed from participating in all CSSC sports.

**GAME EQUIPMENT:** CSSC will provide all necessary equipment for Volleyball. The NET Height is set at 7'-11 5/8".

**FORFEITS:** Teams without the minimum number of players at the start of the game or after the completion of the 1<sup>st</sup> game

## VOLLEYBALL GAME RULES

**START OF THE GAME:** The home team will be the winner of paper rock scissors and have the 1<sup>st</sup> service of the 1<sup>st</sup> set, as well as the deciding set (3<sup>rd</sup> set) will be executed by the home team. Teams will rotate after the completion of each game. Each match will consist of three Rally games. The First two games to 25 points and the third to 15 points. Play continues until a two-point advantage is reached or until a team scores 30 points with a one-point advantage. The team that wins two games first shall be declared winner. Teams may play a 3<sup>rd</sup> consolation game if the winner has already been declared to 15 points with a 20 point.

**TIME OUTS:** Each Team is allowed one (one-minute) time-out per game except for rally games. No carryovers.

**SUBSTITUTIONS:** After each side out, players must rotate from the front –right position to the back-right position to serve. Substitutions can ONLY be made at this point in the rotation. The substitute must go to the back-right position to serve taking the front right players spot in the rotation. All substituting players/equipment will be allowed on the sidelines or between any courts.

**BALL IN PLAY:** The ball is in play from the moment of the hit of the service. Server has 10 seconds to serve the ball after the “ready to play signal. Teams will lose serve if player holds the ball later that 10 seconds.

**BALL OUT OF PLAY:** The ball is out of play the moment of the fault.

**BALL “IN”:** The ball is “in” with it touches the floor of the playing court including boundary lines. A ball, which hits the ceiling and returns to your side of the court, is playable.

**BALL “OUT”:** A ball is “out” when the part of the ball, which contacts the floor, is completely outside the boundary line, touched any object outside the court, touches the rope, pest, net, etc. outside of the sidelines. A ball is “out” when it hits the ceiling on your side then goes over to your opponent’s side.

**TEAM HITS:** The team is entitled to a maximum of three hits (in addition to blocking) for returning the ball. If more are used, the team commits the fault of “four hits”. The hits of the team include not only intentional hits, but unintentional hits. A player may not hit the ball two times consecutively. The ball may touch various parts of the body only if the contact takes place simultaneously.

#### **FAULTS IN PALYING THE BALL:**

- Four Hits
- Back row player spikes the ball in front of the 10’ line
- Catch/throw
- Double contact; hits ball twice or ball contacts various parts of the body in succession.
- Illegal rotation (substitutions made anywhere other than the front-right line).
- Ball touches the ceiling and crosses into opponents playing area

**BOUNDARIES:** Players may go beyond service line to retrieve errant ball in rear of court anytime.

**BALL AT THE NET:** The ball sent to the opponent’s court must go over the net. The ball may touch the net. A ball driven into the net may be recovered within the limits of the three hits, except the service.

### PLAYER AT THE NET:

- Player must jump straight up at the net to block or spike the ball.
- No part of a player's body may break the plane of the net at anytime. The plane extends from the top of the net to the ceiling. This includes blocking or contact made after executing a hit on the attacking side of the court (SIDE OUT)
- Any contact with the net is a fault, except when a player not attempting to play the ball accidentally touches the net (SIDE OUT)
- When the ball is driven in the net and causes it to touch an opponent, not fault is committed.

### SERVICE:

- No "jump" serves are allowed
- When the serving team wins the rally, the player who served before serves again.
- When the receiving team wins the rally, it gains the right to serve and rotates before actually serving. The player moves from the front right position to the back right position to serve.
- No receiving player may leave his or her feet to block a serve.
- The server must not touch the end line of a "foot" Fault will be called

### BLOCKING:

- Blocking is the action of players close to the net trying to intercept the ball coming from the opponent's side.
- A block contact is not counted as a team hit, and a team is entitled to three hits to return the ball.
- The first hit after any player, including the one who blocked the ball, may execute the block
- No player's arm/body may break the plane of the net while blocking. (SIDE OUT).

### PLAYER(S) EJECTION:

- Any excessive attack hit deemed unsportsmanlike by referees.
- General unsportsmanlike conduct towards opponents, referees, etc.
- Player(s) ejected will be suspended for the current game and the following week's game.

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