

Outdoor Volleyball Rules

BASICS 1. Teams will play 3 games to 15 with a cap at 20 using "All Rally Score" scoring. All Rally Score scoring means that every time a point is finished, one team will be awarded a point, whether they served or not. 2. Serves that hit the net and go over the net to the opponents side will be "live" and are good serves provided they are played by the opposing team or they land in bounds. 3. It is legal to spike the serve. **MINIMUM REQUIREMENTS** · The six player teams must have at least four players (minimum two females) on the court at all times. Teams with less than six players may have to adhere to the ghost rule (see below). · The opposing captain has the option of instilling the Ghost Rule: In 6's, if a team has 5 players for example, they must forfeit their serve after every 5th rotation This will allow the team with a full squad to serve back-to-back. · Teams not able to field a "full" team, or minimum number, may play with the consent of the opposing captain and/or league staff member. **SERVICE POSSESSION** · A team earns service possession for the start of the first game by winning a coin toss or a Rock/Paper/Scissors. The teams will then alternate service every other game. **ROTATION** · Team members must rotate on the court and must remain in that position until the serve has been contacted. The player in the back right hand corner of the rotation will be designated to serve and continue to rotate clockwise. ****Serves that hit the net and continue over the net to the opponent's side of the net will be live.** **PLAYING THE BALL · THREE CONTACTS** - Each team is allowed a maximum of 3 successive contacts of the ball in order to return the ball to the opponent's area. (Exception: In the action of blocking an attacking ball, the touch, or contact resulting from the block attempt does not constitute one of the three successive contacts.) · **ATTACKING THE NET** - Only the three players that are in the front row of the rotation are allowed to attack the net. Violation of this rule would include any hitting or blocking that occurs above the plane of the net. · **SIMULTANEOUS CONTACTS** - When two non-blocking teammates touch the ball simultaneously, it is considered one contact, and any player may make the next contact. When two blocking teammates touch the ball simultaneously, it is not counted as a contact, and any player may make the next contact. -When two opponents simultaneously and instantaneously contact the ball over the net, the ball remains in play and the team receiving the ball is entitled to another three hits. If such a ball lands "out", it is the fault of the team on the opposite side of the net from where the ball lands. · **CHARACTERISTICS OF THE CONTACT** - The ball can contact any number of body parts down to, and including the foot, providing such contacts are simultaneous and the ball rebounds immediately and cleanly after such contact. · **HELD BALL** - The ball must be contacted cleanly and not held, lifted, pushed, caught, carried or thrown. The ball cannot roll or come to rest on any part of a player's body. It can rebound in any direction. · **HAND SETS** - A contact of the ball using the fingers of one or two hands to direct the ball toward a teammate is a set. The ball must come into contact with both hands simultaneously and leave both hands simultaneously to avoid a double hit call. A player may set the ball over the net in front or behind them only in the direction in which their shoulders are squarely facing. Rotation of the ball after the set may indicate a held ball or multiple contacts during the set but in itself IS NOT A FAULT. · **ATTACKING THE BALL OVER THE OPPONENTS COURT**- A player is not allowed to attack the ball on the opposite side of the net. If the ball is hit above the spiker's side of the net and then the follow-through causes the spiker's hand and arm to cross the net without contacting an opponent or the net, the action does not constitute a fault. **BLOCKING** · Blocking is the action close to the net which intercepts the ball coming from the opponents' side by making contact with the ball before, during or after it crosses the net. · **MULTIPLE CONTACTS** - Multiple contacts of the ball by a player(s) participating in a block shall be legal provided it is during one attempt to intercept the ball. Multiple contacts of the ball during a block shall be counted as a single

contact, even though the ball may make multiple contacts with one or more players of the block. ·

PARTICIPATION AFTER A BLOCK - Any player participating in a block shall have the right to make the next contact, such contact counting as the first of three hits allowed the team. ·

BLOCKING A SERVE - Blocking or attacking a serve is prohibited. · **BLOCKING A BALL**

ACROSS THE NET - Blocking of the ball across the net above the opponent's court shall be legal provided that such a block is: (1) After a player of the attacking team has spiked the ball, or, in the referee's judgment, intentionally directed the ball into the opponent's court, or has exhausted their third allowable hit. (2) After the opponents' have hit the ball in such a manner that the ball would clearly cross the net if not touched by a player, provided no member of the attacking team is in a position to make a legal play on the ball (3) If the ball is falling near the net and no member of the attacking team could reasonably make a play on the ball. · **PLAYER CONTACT WITH THE NET**

- No part of the body may touch the net at anytime unless a ball or person driven into the net causes the contact. Player contact with the net in a manner not directly relating to or affecting the course of play is not a violation. Contact with hair or part of the uniform will not be considered a fault. ·

SIMULTANEOUS CONTACT BY OPPONENTS - If opponents contact the net simultaneously, it shall constitute a double fault and the point shall be played over. · **INTERFERENCE** - Beach

volleyball allows any and all parts of the body to cross the center line as long as there is no interference with the opposing player. **PLAY AT THE NET**

GAMES During the regular season matches are to be played within time allotted (warm up time is included) The format allows for 3 games to 15 points. You must win by 2 points, however, the score is capped at 20. The all-rally score system is used. **REFS** A Super Social Sports staff member will officiate the games.

FORFEITS If your team forfeits a match during the season, the following rules apply: **First Offense:**

Loss of three games and warning issued. **Second Offense:** Three losses and staff reserves the right to

remove team from playoffs. **Third Offense:** Removal from the league. If you know in advance that

your team is going to forfeit a game, we encourage you to call our office so as to help us schedule

your opponent a game. Teams have until ten minutes past the designated start time to field a full

squad. If at that time one team is unable to field a full team (minimum number of players required

according to the rules), it will be up to the staff and the opposing captain to determine what is

allowable. The full team could also have the opposing team play with the ghost rule if they so

choose. **STANDINGS:** The updated standings will be posted weekly, displaying each teams rank

within its skill level. Rank is based on winning percentage. **PLAYOFFS:** All eligible teams make the

playoffs (teams that have not abused any policies are eligible). In certain situations teams at or near

the bottom of the standings may not advance to the playoffs. Check with SSS league coordinator to

see if this applies to your league. Playoffs are single elimination. Matches are best two out of three

format with each game to twenty-one. Teams must win by two with a cap at twenty-three. **Seeding:**

Teams are seeded according to winning percentage and strength of schedule. -Speed scoring rules

still apply during the playoffs. -Teams may play more than one match per day. If a team does not

have a full squad (minimum number of players required according to the rules) by ten minutes past

the designated start time, they will forfeit the first game of the match. At twenty minutes after the

start time the match is over (per staff and opposing team's captain request). Any questions regarding

policies, rules, or eligibility must be addressed before the start of the match. **WAIVERS:** In order to

participate in the league, each participant must sign the team waiver. Waivers are provided and must

be completed and handed in no later than the first night of play. Players not present the first week of

play will still be required to sign a waiver with our staff before participating. **PLAYER**

ELIGIBILITY: Players who have been placed on the roster and signed the waiver are eligible

for playoffs. A formal protest may be filed before a playoff game if an opposing player's

eligibility is in question. The player in question will be required to provide his/her player

information (name, address, phone #, and signature) in writing to a SSS staff member prior to the start of the game. This qualifies as an official protest. Any protest made during a game or after a game will NOT be considered a formal protest. The game will then be played in its entirety as scheduled. Teams will be notified of all rulings on the identified eligibility discrepancy by the following business day – decisions will not be made on site. If the protest is proven to be legitimate, it will result in the forfeiture of the game in question. Games subsequent to the protested game may be rescheduled. The above procedure will also apply for any other “logged” protests. All rulings by SSS staff are considered final.

SPORTSMANSHIP: The idea of SSS is to have fun. We hope that all participants keep that in mind when becoming involved. Although the games may become intense, you still can be competitive while maintaining good sportsmanship. With this said, any behavior deemed unacceptable by staff may result in suspension and/or ejection from a game or the league. **STAFF:** To coordinate and run the league, our refs and/or staff will be available at all times to help the league run as smoothly as possible. If you have questions regarding schedules, policies, rule interpretations, directions to the bar, etc. please ask. **LEAGUE CANCELLATION/RAINOUT:** Leagues may be canceled due to existing weather conditions, dangerous or unplayable field conditions, facility constraints, etc. SSS staff makes every effort to play all scheduled games, thus we will not cancel games until absolutely necessary. Therefore, if you are calling concerning a decision on a cancellation, remember we will not have an answer until close to the start of the league. Make sure and check with the social club at 512-487-1492. If the league is canceled, SSS staff will call all of the captains and post a message on the website. If a league is canceled on site, SSS staff will attempt to contact those teams still scheduled to play the remainder of the league day/night. Depending on the time of cancellation, some teams will have to be notified on site. If we do cancel, follow next week’s schedule (ex. If April 13 is canceled teams should follow the April 20 schedule for their next game). The games that are canceled will be made up at the end of the season if time allows. In extreme circumstances, SSS reserves the right to run a shortened season without a refund of schedule matches on days other than our regularly scheduled league day/night. **PRIZES/ T-SHIRTS:** Each team will receive one shirt for every paid player on the roster. Rosters will be considered final by the second week of the league and used for distribution of T-shirts. The shirts will be handed out at the sponsor bar during the season. Please look for the announcement at the league designating which nights the shirts will dispensed. Those teams unable to pick up their T-shirts at the sponsor bar may arrange for another member of the team to pick up their shirt. The top teams in each division will receive a prize of great emotional, spiritual, and most importantly, social value. These policies are designed to make the league run as smoothly and safely as possible, and provide continuity for its participants. Each player in the league is responsible for this information: please advise your team of these rules and thanks for playing.