

WINTER 2016 6-PLAYER VOLLEYBALL RULES

Players, Substitutes, Roster Size, and ID's

-Teams are allowed six players on the floor at once. Minimum number of players to avoid a forfeit is four. If a team does not have six players, the other team is not required to play with the same amount of players the opponent has (hence, games can be 3 on 6). If a team who has six players is scheduled against a team with less than six players, it is the captain of the six player team who will decide if he/she wants their team to play with six, or play with the amount of their opponent.

-For co-rec play, three females must be on the court at all times.

-Substitutions must be made on a consistent basis throughout the game. A sub can either be brought in at the same place in the rotation (i.e., to serve) after every sideout earned, or the same two people must sub for one another throughout the game (i.e., a front row and back row specialist).

-Each participant must check in before each contest with the scorekeeper at their court.

-No more than two volleyball players on the floor at one time per team. A volleyball player is defined as a person who played JV or Varsity Volleyball during the 2015 volleyball season.

Playing Area and Conditions

-All matches will be played at the Alan J. Stone Center for Recreation.

-Boundaries: all basketball supports / backboards, ceilings, and beyond the volleyball lines will be considered out-of-bounds.

Equipment and Uniform

-Only non-marking shoes may be worn. Teams do not need matching uniforms.

-Volleyballs will be provided for games only.

Safety and Prevention

-A player who is bleeding, has an open wound, or has an excessive amount of blood on their uniform shall be considered an injured player and must immediately leave the game for appropriate treatment.

Participant Conduct and Fair Play

-All players, captains, and spectators will be held to a reasonable standard of conduct and fair play. Violators of this standard will be subject to sport-specific penalties, and/or possible removal from the building and future IM sports.

Time Regulations and Length of Game

-Teams will play the best two (2) out of three (3) games. The first two games will consist of 25 points and the third game straight to 15.

-A game shall be played to 25 points using the rally point system. The first team to reach 25 points is the winner of the game, but they must win by two, with a cap of 30 points.

-One 30 second timeout per game per team.

Forfeits and Starting the Game

-Game time is forfeit time. All players should be checked in and ready to play at their scheduled time. There is NO grace period.

-A team must have at least four (4) players to start a match, or it is a forfeit. Anytime a team drops below four (4) players it is a forfeit.

-Rock, paper, scissors 2 out of 3 will determine which team is serving. Teams will switch sides and serving order for the second game. If a third game is needed, teams will re-switch sides and serving order.

Playing Rules and Scoring

-The rally point system will be utilized. The rally point system awards points on each serve whether your team served or not. For example, if the team serving has a sideout and losses its serve, the opposing team not only obtains the serve, they are also awarded a point.

-A ball landing on the line is considered in-bounds.

-No more than three (3) hits per side are allowed. Contact with the ball during blocking shall not be considered a hit.

-The server can serve anywhere behind the endline, within the sidelines.

-A player may not step on or over the endline until the ball has been contacted on the serve.

-No player may hit the ball twice in succession, except for blocking.

-A player may not touch the net with any part of their body.

-A player may follow through over the net when executing a spike.

Fouls, Violations, and Penalties

-All fouls and violations will result in a point for the other team.