

GAME FORMAT, TIMES, WARM UPS and FORFEITS:

- Each division (1, 2, 3) should be able to get 3 games finished in their one-hour time block. All Games will be played using RALLY scoring. 1st and 2nd Games will be played to 25 pts. Cap depends on time available and is up to referee's discretion. Play to 25 pts or TIME in the 3rd game. If a game is tied at the end of time, play one more point to determine the winner.
- Refs are responsible for starting and ending games on time but players must be ready and warmed up at their scheduled match time! Remember—if teams want a warm-up, water, etc, it's on their 60-minute clock.
- Tied Games: If your teams are tied as the whistle blows indicating that 60 minutes is up, play ONE more point to determine the winner.
- Let Serves: a served ball is PLAY ON if it contacts the net and passes through the legal crossing space and continues into or lands on the receiving team's court.
- Jump Serving is permitted in all levels.
- Less than 6 players: A GHOST position will be used only in DIV I. An unfair advantage results in 3 rotations, at this level, without the position/place being held by the ghost. Remember as the ghosted player position is to serve, it's an automatic, side-out rally point to the receiving team. Divisions 2, 3, and 4 are allowed to play with 5 players without using a ghost player (**4 or less is a forfeit**).
- Forfeits: 4 or less players on a side is a forfeit. Teams may play, though it will not count as an official game. Recruiting from the previous matches are allowed but please be mindful of recruiting from a higher division if the opportunity is there.

BLOCKING/PLAYS AT THE NET:

- A player is a blocker if they are near the net and any part of the player's body is above the height of the net when the ball is contacted. (Ex. Player whose hands have dropped below the level of the net but their head is still above the height of the net and the ball is hit into the player's arms/shoulder. This is still a block.)
- Blocks are not counted as one of the 3 allowable team contacts. Therefore a player may block a ball and then also make the first team contact.
- A back row male player may enter the front zone and participate in or block a ball when there is **ONE male front row player**.
- Over the net violations - If a player reaches over the plane of the net to contact the ball before the opposing team has made their third contact, it is a violation.
- Center line violation – any player that goes over the center line with a full foot AND interferes with the other team's ability to play the ball, it is an automatic violation. If a full foot does not go over, and/or, if there is no clear interference with the other team, then it is a play on situation.
- Jousts – Anytime there is a joust (blocker and attacker contacting the ball simultaneously above the plane of the net), and the ball goes out of the bounds, the side that the ball went out of bounds on, is awarded the point. This implies that the other player pushed the ball with more force and thus was responsible for pushing the ball out of bounds.

SETTING/CONTACT RULES:

- First team contact and serves allows that the ball **may be doubled** and with overhand finger tips “setting” motion, as long as it is not be lifted, thrown, or carried.
- Setting to on the 2nd or 3rd contact will be called based on the division as well as the level of the setting player. Whether or not a double is a set, is always a judgment call of the referee. Spin on the ball does not automatically constitute a double violation. Anytime the ball is set over the net as an attack, doubles will be called more strictly as it affects the other team more than it affects the setting

team. Accidental setting over the net, to the side of the setter's body, is almost always a double violation, even in the lower divisions.

- Lifts, carries, and throws are called based on how long ball stays in contact with the player's hand. Ugly contact or open handed contact does not always mean it's a lift.

COED SPECIFIC RULES:

- When more than one team contact is used by a team, a female must be one of the contacts.
- Clarification: A male player may block and then contact the ball sending it over the net (or another male player may contact the ball after the block and send it over the net) without this being a violation of the coed rule.
- Rotations – For coed 6x6 leagues, the server rotation must go girl/guy/girl/guy, unless there are more female players than male.
- Team make up – For coed 6x6 leagues, the typical make up of a team is 3 male / 3 female. There is no maximum on the amount of female players, but a team cannot have more than 3 male players on the court at a given time.

COURT BOUNDARIES:

- Players must have 6.6 feet (2meters) of depth in the service area to serve the ball. If your court doesn't have this depth, allow players to step into court (1 step) to serve.
- Players are NOT allowed to enter an adjacent court before, during or after a play on the ball. This is a complete rule as well as a measure for all players' safety. If no match is scheduled on an adjacent court, players may enter the court to play a ball.
- Players are allowed to enter the service areas (as they are part of the free zone) of an adjacent court to play the ball. Should interference occur with a player attempting to serve or pursue a ball, play should be blown dead and a replay issued.

CEILING and OVERHANGING OBJECTS:

- If the ball contacts the ceiling or any overhanging object (basketball equipment) **15 feet or more** above the player's court and remains on the player's side of the net, it is a **PLAY ON** situation. *Exception:* play is blown dead and a point issued to the receiving team if a **served ball contacts the ceiling** on the serving team's side of the court.
- If a ball contacts the ceiling or any overhanging object (basketball equipment) **Below 15 feet**, whistle the play dead and make a judgment as to whether it is a point to the other team or a replay. Examples, Service, served ball hits basketball equipment on the serving or receiving teams side of the net, blow play dead and issue a point to the opposing team. Example, Passing, a passed /dug ball hits the basketball equipment on the same team's side of the net, blow the ball dead and determine if a player would've been able to make a play on the ball had the equipment not been there. If so, issue a replay, if not, award a point to the opposing team.
- If the ball contacts the ceiling or any overhanging object (basketball equipment) **15 feet or more** above the player's court and then travels into the plane of the net (where it is contacted by the opponent) or into the opponent's court it is a **DEAD BALL** and always a point for the receiving team.
- If the ball after being played, contacts the ceiling or overhanging object (basketball equipment) over the opponent's court it is a **DEAD BALL**.