

KIWANIS VOLLEYBALL TOURNAMENT

Rules

TEAMS

- ↯ A team is four players, at least one of which must be a woman.
- ↯ If a team has more than four players and chooses to rotate players in, when rotating, at least one woman must be on the court at all times. If necessary, women rotate for women, men for men.
- ↯ Substitutions within a game are not allowed, except in the case of injury. An injured player who leaves a game may not return in that game.

GENERAL

- ↯ The net height is 7' 11 5/8"
- ↯ Each court will have ropes for boundaries. If any part of the ball contacts a boundary, the ball is considered in. Balls that make contact with the net standards or support ropes are out.
- ↯ Rally scoring (teams also score points on side outs).

MATCHES/TIME LIMIT

- ↯ Each match will consist of one Rally Scoring to 21 (must win by 2 points) or the first team to score 23 regardless.
- ↯ Matches will be started by a signal from the horn. After 25 minutes of play, the horn will sound: teams are to complete the current rally and the team in the lead wins the match. If both teams are tied, then the team whose turn it is to serve will do so, and the team winning the rally will win the game.
- ↯ Captains are to report the score to the Scorer's Table and teams are to proceed directly to their next scheduled court/game.
- ↯ After 5 minutes, the horn will sound again to start the next game. Teams should be ready to start play upon the sound of the horn.
- ↯ Championship (playoff) matches will have no time limit.

TOURNAMENT FORMAT

- ↯ Round-robin format: two pools. In case of a tie, the first tie breaker will be the result of the previously played head-to-head game. The second tie breaker will be the lowest number of points scored by all opponents. The third tie breaker will be a coin toss. Playoff games will be held between Pool A 1st and Pool B 2nd and between Pool A 2nd and Pool B 1st, and then the winners will play for the championship.
- ↯ If due to the number of teams only one pool is formed, the top four teams will be determined by record or if ties by use of the tie breaking rules set forth above, and then playoff games will be held between 1st and 4th and between 2nd and 3rd, and then the winners will play for the championship.
- ↯ Playoff and championship games will be the first to win 2 out of 3.

SERVE

- ↯ The team which wins the coin toss may choose side or serve.
- ↯ Teams will switch sides the first time a team reaches 10 points.
- ↯ A serve can legally touch the net.
- ↯ Serves can be delivered overhand or underhand. The ball must not be touching the tossing hand at time of contact with serving hand. Service must be from behind the back court line. Stepping on or across the back court line prior to serving hand making contact with the ball is a side out.
- ↯ The server MUST call the score on each serve prior to serving - failure to do so is a side out.
- ↯ The serve may not be blocked or attacked by the receiving team (a portion of ball must be lower than top of net prior to contact).

ROTATION

- ↯ If your team chooses to rotate players into the game, then (1) all players must rotate before serving (except

for your team's first serve of a game), (2) for each serve, all players must be in their proper rotational positions when the ball is served (after the serve, players may switch positions at will), and (3) players must rotate in to the serve position.

↻ If your team does not rotate players into the game, then your players can position themselves as they choose with no restrictions.

↻ Players must serve in the same order- failure to do so is a side out.

BODILY CONTACT

↻ The ball may legally be played by any part of the body, including below the knee. All types of contact allowed above the knee are also allowed below the knee. It is legal to kick the ball.

FOREARM PASS

↻ When a player forearm passes (bumps) the ball with two hands, his/her hands must be connected immediately before, during, and after the contact, or else it is considered a double hit.

↻ A double contact with the arms or hands is allowed on a hard hit (spiked) ball provided it is one attempt to play the ball.

REACHING OVER

↻ Player A may not reach over the net and make contact with the ball on the other team's side of the court when it has fully crossed from Player A's side of the court to the other team's side.

↻ A player may not reach over the net to attack a ball fully on the opponent's side.

↻ A player may reach over the net to block a ball on the opponent's side providing that the blocker does not interfere with the opponent's play (i.e., you cannot block an opponent's attempt to set the ball, you must wait for the attacker to hit the ball or until the ball breaks the plain of the net.)

↻ A player may always reach over to block the ball after the third contact by the other team.

OVERHEAD PASS

↻ Serves may be received with an overhead pass (set) so long as the action is "clean."

NET CONTACT

↻ Touching the net before the ball is dead is a net violation. Inadvertent contact of the net by a player's hair or clothing is not a violation.

↻ If the net is driven into the player by the ball or a player on the other team, it is not a violation.

BLOCKS

↻ A touch of the ball by a player while in the air at the net and attempting to block the ball, is not counted as one of a team's three contacts- three more contacts by the team are still allowed.

UNDER

↻ There is no "under" call in outdoor volleyball. However, if a player crosses under the net and interferes with a player on the other team, it is a violation.

BACK ROW PLAY

↻ In four-person play there is no "back row" player; all players are front row players. However, players must serve in the proper order.

OFFICIALS

↻ Games are refereed by the honor system. Legitimate disputes should be replayed.

GAME BALLS

↻ Each court has a game ball. A different ball may be substituted providing both captains agree.

↻ The winning captain is responsible for the game ball - it should be left on the court for the next teams.