

RULES

Anthony's Summer Volleyball Tournament
Recreational - on Grass Field

WAIVERS

All players participating in tournament must have submitted a signed Waiver. Captains must verify any players younger than 18 (minimum age 16) have waivers signed by a parent. Captains must verify all waivers for their team are submitted to Tournament Registration desk prior to players participating.

ROSTER

All players must be listed on their team's Roster – maximum of 8 players per team. The team captain is responsible for ensuring completion of the team Roster and submitting to the Registration desk on the day of the event.

ROSTER CHANGES

Players may not play on multiple teams during the tournament and players must play a minimum of three (3) games to participate in playoffs.

THE PLAYERS

Each team is co-ed, consisting of six (6) active players, with a minimum of two(2) women playing at all times. Rosters can have up to 8 players.

GAME UNIFORMS

While team uniforms are not required, creativity of team shirts is encouraged.

FORFEIT

A team not having 6 registered players on the field, ready to play at designated time will forfeit the game after a maximum 15-minute wait time.

The opposing team may waive the opponents forfeit and wait an additional 10-minutes for the opponents missing players to arrive. After this 25-minute delay, the forfeit must be accepted.

If all players arrive and play commences within the 25-minute delay period, the time lost will not be made-up.

RULES

START OF GAME

Rock/Paper/Scissors will be played between the two captains to determine serve and side. Best two out of three wins and picks either serve or side. Teams will rotate sides and serve after the completion of each game.

SCORING

All games are rally scoring. In the 'rally' game, points will be awarded on both the service and service receive side. Each match will consist of the best of 3 games to 21 points. Play continues until a two-point advantage is reached or until a team scores 25 points with a one-point advantage. The team that wins two games first shall be declared the winner. Teams may play a third consolation game if a winner has already been declared and time permits.

TIME OUTS

Each team is allowed one one-minute time out per gamer. No carryovers into next game.

SUBSTITUTIONS

Substitutions can be made after the team captain informs the referee, but there must be at least 2-women on the court. The referee will have final say on all subs.

BALL "IN"

The ball is "in" when it touches the grass of the playing court including boundary lines.

BALL "OUT"

A ball is "out" when the part of the ball which contacts the grass is completely outside the boundary line, touches any object outside the court, touches the rope, post, net, etc., outside the sidelines.

TEAM HITS

The team is entitled to a maximum of three (3) 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 also unintentional hits.

A player may not hit the ball two times consecutively.

The ball may touch any part of the body.

The ball must be hit, not caught and/or thrown.

The ball may touch various parts of the body only if the contact take place simultaneously.

FAULTS IN PLAYING THE BALL (SIDE OUT)

Four hits.

Back row player spikes the ball in front of the 10' line.

Catch/throw.

Illegal rotation (substitutions made anywhere other than the back-right line).

No 'prolonged contact' between the player and the ball – otherwise known as a lift. The contact should continue in one fluid motion and the ball should not come to rest ay any time in that motion.

BALL AT THE NET

The ball sent to the opponent's court must go over the net (not under).

The ball may touch the net, including service.

A ball driven into the net may be recovered within the limits of the three (3) hits, except in service.

PLAYER AT THE NET

A player can break the plane on a spoke and a block, as long as you do not interfere with the opponent's attempt of returning a shot.

FAULTS AT THE NET (SIDE OUT)

Contact with the net is a fault, even when a player's momentum causes them to contact the net. Excessive net faults will result in that player being suspended from the game.

A player may not go completely under the net or interfere with the play.

A player touches an opponent in the opponent's space before or during the opponents hit.

SERVICE

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 block a serve.

The server must not touch the end line or a 'foot' fault will be called.

All 6 players must be on the court and not on or outside the lines at the contact of the serve.

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 the block may be executed by any player, including the one who blocked the ball.

PLAYER(S) EJECTION

General unsportsmanlike conduct towards opponent, referee, spectator, etc. will not be accepted.

Ejected player(s) must leave the tournament grounds immediately. Failure to depart will result in team Forfeit.

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