

Anthony's Outdoor **Recreational** Grass Volleyball Rules

A. ROSTER AND ROSTER ADDITIONS

1.. All players participating in a game must be listed on that team's roster and must have signed waiver. *The team captain is responsible for ensuring that each team roster, is complete and accurate (i.e. all team members who participated in that game are listed on the roster).* Names of individuals can be added to the original roster, prior to the new team member playing at any point, but a player must participate in at least three regular games to be eligible to participate in the playoffs. He or she also must not have been on a roster and played for another team that same day.

B. WAIVERS:

In order to participate in the tournament, each player must sign the team waivers. Captains must verify that all teammates are at least 18 years old and have all players sign, and turn in prior to the start of play. Players who sign up as individuals, sign the waiver upon arrival.

C. PLAYER RESTRICTIONS:

All participants must be at least 18 years old before the start.

Refs will have the right to request an ID from any player to make sure they are on the roster and waivers signed.

Players may only play for one team and be on one roster, regardless of if multiple divisions are offered.

C. FORFEITS:

1. A team not ready to play (or failing to appear) at the designated day, date, time, and location of the scheduled contest will forfeit that contest (**15 minute wait time**).
2. In order to be credited for the forfeit "win," the team receiving the forfeit "win" for the contest must have the minimum number of required players to start a game.

NOTE: Both teams are recommended to present the players present at the game site in order to have those players considered as having "participated" in that game.

Forfeit Policy:

A team may waive the right to forfeit and wait for the opposing team to arrive for up to 10 more minutes.

- a. If a team decides to wait the 10 extra minutes for the opposing team to show they **must wait the entire 10 minutes**.
- b. If 25 minutes after the scheduled game time passes, and the minimum number of players required to play for the opposing team has not arrived, the team present **must accept** the forfeit.
- c. Should the opposing team arrive before the 10 (or 25)-minute time limit, the contest shall be played. The time lost shall not be made up.

d. If a team waives their right to a win by forfeit, and the match begins, that team cannot rescind their decision and take the forfeit.

e. If at game time neither teams have the minimum number required to play the officials will wait up to 15 minutes to see if either or both teams acquire enough participants to play or accept the forfeit.

D. THE PLAYERS

1. Each team consists of 6 active players, the minimum is 2 women on the court at all times. At least 1 woman is in the front row at all times. There is no minimum for the amount of men that can be on the court at any given time (you can have a team of all women). Rosters can have up to 10 players

2. Substitution is open and unlimited.

D. SPORTSMANSHIP:

We are all adults, and **ANTHONY** expects all participants to act like it. Unsportsmanlike behavior may result in that player being ejected from the game or the tournament. An ejected player(s) is required to leave the premises immediately – refusal to leave the premises may result in a team forfeit.

E. GAME UNIFORMS:

Team uniforms are not required, however, creativity and team uniforms or similar clothing are encouraged.

FINALS RULES:

START OF GAME:

Rock/Paper/Scissors will be played between the two captains to determine serve or 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 game. No carryovers.

SUBSTITUTIONS:

Substitutions can be made after the team captain informs the referee, as long as there are at least 1 woman in the front and back row of 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 the 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 of the sidelines.

TEAM HITS:

The team is entitled to a maximum of three 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 at any time in that motion.

BALL AT THE NET:

The ball sent to the opponents court must go over the net (as opposed to under).

The ball may touch the net, INCLUDING the service.

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

PLAYER AT THE NET:

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