

GAME RULES

VOLLEYBALL – INDOOR COED 6 v 6

LEAGUE PLAY

There are 6 rounds of play each week on a men's height net. Teams play 4 rounds and ref 2. All rounds are timed and consist of 2 rally point games to 21 starting at zero, win by 2, no cap, (unless time runs out, then win by 1). One timeout per team per match allowed. Only the losing team may call a timeout in the last 5 minutes.

PLAYERS, ROSTERS, ELIGIBILITY

Players. There can be any number of players on a team roster, and rosters are open to players of all gender identities and expressions. For coed 6's volleyball, rosters must have a minimum of 2 players who identify as women ("female players"). After this minimum is satisfied, all other roster spots are open to any gender.

Rosters. Captains can add or remove players to their online roster up until the final week of the season. After the final week the rosters are frozen and only rostered players can play in playoffs. Any team who uses a player not on ANY league roster will forfeit all games in question. All players must be listed on and have signed the online waiver in order to be eligible to play.

Picking Up Players. During the regular season, teams may pick up players from other teams in the league in order to avoid a forfeit, bring the team to full strength, or avoid point penalties. Players can be listed on more than one roster. Teams cannot pick up players for Playoffs.

NUMBERS OF PLAYERS

No more than 6 players are allowed on the court at one time, 2 of which should be female players.

- A) If a team has more than 6 players present, they may choose to do one of the following:
- 1) Have the extra players sit out that game
 - 2) Two players share a position and sub for each other (male player for male player, female player for female player) – no penalties.
 - 3) Rotate around into games in order, maintaining serving order (one player exits the court at right front or left back and another player enters at either the serving position or left front). This may cause a team to break coed rule #2 and incur point penalty. (see COED RULES below)
 - 4) Keep female players on the court and do not allow them to rotate off the court – no penalties. This does not maintain the true service order, but does avoid breaking coed rule #2.
- B) If you do not have at least 4 players and do not pick up players, first game is a forfeit. The second game must start within 10 minutes and counts. If you play with 4 players, the server is considered back row. New players arriving may be placed on the court between players in any position, without re-arranging the lineup.

COED 6V6 RULES

Potential penalties if a team has less than 2 female players or more than 4 male players on the court:

- 1) A minimum of 2 female players must start each game on the court or the opposing team will be awarded 3 points for each missing female player.
- 2) If at any time during the game a team has more than 4 male players on the court, a 2 point penalty per male player will be awarded immediately to their opponent. This penalty is only assessed the first time a team has 5 males on the court. However, an additional 2 points would be assessed if there is an occurrence of 6 male players on the court together.
- 3) See PLAYOFFS section for additional point penalties.*

PLAYOFFS

All players must have played at least 3 weeks to be eligible, no picking up players. No clock is used. All rounds are single elimination matches, best 2 out of 3 games; first two rally games to 21 points, (start at zero, win by 2, no cap); 3rd game, if needed, is rally to 15 points, (start at zero, win by 2, no cap). One timeout per team per game is allowed.

*Coed Rule is increased to a 4 point penalty per female player missing at the start of a game. If you have fewer than 6 players you will also give the other team 2 points per missing player. (i.e. If you have 4 male players and 1 female player, the opponent starts with +6 points.) More than 4 male players on the court is still a 2 point penalty each, whenever it happens in a game. Fewer than 4 players is a forfeit.

ELIGIBILITY FOR NEXT LEAGUE

Teams failing to win 25% of their games for 2 consecutive sessions may not continue in the league and should move to a different level of play.

GROUND RULES

Everything above 15 feet is in play on your own side after your team's 1st or 2nd contact. If ball contacts object above 15 feet and goes over the net, it is out of bounds. If ball hits something below 15 feet, it is a dead ball and referee's judgment, with a possible replay if someone could have played it. Players may never touch the adjacent court – before, during, or after playing a ball. Do not stand between courts when waiting to sub in.

ANYTHING NOT COVERED

This league follows USAV rules. NOTE: Any time a player touches the net it is a fault. A player's hands or feet must be *completely* over the centerline to be a fault. Any other body parts that cross the line are a fault. Jewelry rule is followed for watches, large earrings, and long necklaces, or anything considered dangerous. It is suggested that all jewelry be removed except flat wedding bands. NO hats can be worn while playing.

Boston Ski & Sports Club reserves the right to add, delete or modify any rule at any time.