

# GAME RULES

## VOLLEYBALL OUTDOOR - COED 6 v 6

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### LEAGUE PLAY

There are 6 rounds of play each week on a men's height net. Teams play 4-5 rounds and ref 1-2. All rounds are timed and consist of 2 rally point games, starting on zero, win by 2, no cap (unless time runs out, then win by 1). Teams may agree to switch sides in each game when one team reaches 8 points to keep things even. One timeout per team per match allowed. Only the losing team may call a timeout in the last 5 minutes. When a round ends your team should move quickly to your next match, as the timer for the next round is set right away.

### 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 last week of the season. Any team who uses a player not on a roster will forfeit all games in question. All players must be listed on and have signed their team's official roster 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.

## **GENERAL VB RULES**

Unless noted, USAV Indoor rules are used. Referee must blow the whistle each time to start play with a service, and again to end the play (when the ball hits the ground or a fault is committed). Service must be from entirely behind the end line, only one toss is allowed per serve, you have 8 seconds in which to serve the ball. Let serve is allowed. No more than 3 contacts per team. Players can use any part of their body, in one attempt to play the ball. NEVER catch or throw the ball.

Players may not touch the net at anytime or go under the net during play. Since there is no centerline on the court, refs will use their best judgment. If it is close, don't call it unless it interferes with another player's attempt to play the ball. Players may never touch the adjacent court – before, during, or after playing a ball. Do not stand between courts when waiting to sub in. There are no antennas, the ball must go over the net within the poles. If the ball travels outside of the pole or hits it, the ball is out. If the ball hits the line, it is in.

## **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.

## **ANYTHING NOT COVERED**

This league follows USAV rules. Any time you touch 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.**