

GAME RULES

VOLLEYBALL OUTDOOR – DOUBLES

Updated 1/26/24

PLAYERS

There can be no more than 2 players on the court. Doubles play is open to players of all gender identities and expressions.

For men's doubles, a team must have 2 players who identify as men ("male players"). For women's doubles, a team must have 2 players who identify as women ("female players"). Exceptions may be made for teams entering youth divisions.

For reverse coed doubles, to qualify for standard rules and playoff eligibility, a team must have one player who identifies as a woman ("female player") and one player who identifies as a man (male player), with the male player hitting behind the 10' line. However, BSSC will allow two modifications: 1) two female players may play, as long as one doesn't hit any balls above the height of the net in front of the 10' line and 2) two male players may play as long as they play up 1-2 levels, and the team's eligibility for playoffs will be at the discretion of the tournament director.

KEY RULES

- Played on full sized grass court, not the short court of sand volleyball
- No Point Cap – Win by 2; Switch sides every 5 points when playing to 15, 6 on 18-pt games, 7 on 21/25 pts.
- Block DOES count as a team contact (Block plus 2 hits)
- In Reverse Coed, upward trajectory does not make an illegal back row attack become legal
- In Reverse Coed male players can never block and must hit from behind the attack line. Contacting the line is not a fault unless the player contacts the ball *totally* above the height of the net and sends it over the net or is legally blocked by opponent.
- Any footwear may be worn with the exception of metal or steel cleats
- Work teams keep score, service order & pay attention! Keep score sheet/clipboard updated.
- Adjacent Courts – Do not go into other courts before, during or after playing a ball. If you do, you lose a point.

BASIC USAV RULES

Below are a few pertinent rules for Doubles. For further clarification consult with Tournament Director or USAV rule book. These are in the order they appear in the rule book:

Net Failure – If volleyball net failure is the result of a fault, or did not have an effect on the outcome of the rally, the rally counts. Otherwise, it is replayed.

Players' equipment – Hats, visors, eye wear, jewelry, etc. If they fall off during play and hit the net, it is a fault.

Net Faults – Continuation – It is a fault to touch the net after the ball has contacted the ground, if it is during the normal course of continuation of the play.

Simultaneous Faults – If 2 or more faults are committed by opponents simultaneously, rally is replayed.

Simultaneous Contact by Opponents Over the Net – Ball remains in play. If ball lands out, it is a fault of the team on the opposite side of the net from where the ball lands.

Contacting the Ball – Any part of the body is legal.

Double Contacts on First Ball – A player may have successive contacts with the ball during a single attempt to make the team's first contact provided the fingers are not used to direct the ball.

Beach Digs – Ball may be momentarily lifted or pushed on first contact, but the ball must be hard driven and the ball must come from completely above the height of the net. One attempt at ball, open hand is okay on a hard driven ball; Not allowed (finger action) on first ball unless hard driven (never on a serve).

Rotation of a Set Ball – May indicate a held ball or double contact, but in itself is not a fault.

Intentional Set over the Net – The player must contact the ball with two hands and set it directly forward or directly backward in relation to their body.

Legal Set Directed Toward a Teammate that Crosses the Net – Is not a fault, regardless of player's position.

When Contacting the Ball with One Hand – The ball must be cleanly hit with the heel or palm of the hand (a roll shot), with straight, locked fingertips (a cobra), curled fingers (camel toe) or with the back of the hand from the wrist to knuckles. One handed placement or redirection of the ball with the fingers (open hand tip or dink) is a fault.

Players May Cross the Center Line Below the Net or Outside the Poles – Either before, during, or after a legal play of the ball, provided this does not interfere with opponent's play. Incidental contact with an opponent is ignored, unless it interferes with their opportunity to play the ball.

It is a Fault if a Player or a Player's Clothing Touches the Net.

Hair in the Net is Not a Fault.

Out of Order Service – If a player is discovered serving out of order, it should be corrected right away. If it is not discovered until after the ball has been put into play, work team should stop play and allow correct server to serve. Should incorrect server not be discovered till after points are scored, the order is corrected, and all points count.

Service Attempt – One toss only.

Screening – On an opponent's request, a player must move.

Reverse Attack Hit – If a male player contacts the ball completely above the height of the net, and the player's foot is touching or has last touched the ground on or in front of the attack line, it is a fault.

External Interference – If an external interference does not affect the outcome of the play, the rally is counted. Otherwise, immediately stop rally and replay.

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