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## ADULT VOLLEYBALL LEAGUE RULEBOOK

USAV rules apply unless specifically modified below. USAV rules manual can be found at <https://www.usavolleyball.org>.

### BEHAVIOR POLICY

- The YMCA will enforce a ZERO TOLERANCE policy pertaining to profanity, fighting, or any other unsportsmanlike conduct.
- Unacceptable behavior may result in EJECTION from the game and/or facility for players and/or SUSPENSION for any and all future league games.
- Spectators may also be asked to leave the court and/or facility for inappropriate conduct. Decisions made are at the discretion of game officials and/or other YMCA employees.

### ELIGIBILITY

- All players must be at least 16 years old.
- Maximum of 10 players on the roster. Teams may not add players to the roster after the 3<sup>rd</sup> game of the season. A player must be on the roster to play.
- All players must sign the program waiver at registration before they will be allowed to play.

### LEAGUE FORMAT

- Each team will play a six-week season followed by a single elimination tournament.
- Games will be held each Monday at 5:30, 6:30, or 7:30 PM.
- Additional nights may be scheduled for make-up games in the case of cancellations.
- Teams will be seeded based on their records prior to the start of the tournament.
- In the event of a win/loss record tie, the team with the highest point total throughout the regular season will take the higher seed.
- The net is set at 7'11 5/8" high.

### LATE ARRIVALS AND FORFEITS

- Game time is forfeit for that set. If teams are lacking the required number of players to start then only the first set is forfeit. After 10 minutes, the second set will be forfeited and so forth. Once the team as forfeited three sets, the match is over and recorded as a win for the other team.
- A player entering the game late can only enter the game in position 6 (middle back).
- If any one team forfeits 3 matches, they will be excluded from playing the rest of the season. A refund will not be provided.
- Each team shall have a maximum of 6 players on the court. Teams may not play with less than 5 players.

## GAME RULES

- Each team is allowed one 30 second time-out per game.
- Each match will be a best of three series to 25, rally format. (The end of the rally will determine a point for the winning team, regardless of which team served the ball. The winner of the previous point will determine who serves.) A game is won by the team by the team which first scores 25 points with a minimum lead of 2 points. Each game is capped at 27 points.
- Should the match go to a third game, it will be played first team to 15 points.
- The first serve of the game is executed by the home team. When the receiving team wins the rally, it garnishes the right to serve and rotates.
- A serve may not be blocked or attacked. It is a fault if a player completes the attack hit on the opponent's serve when the ball is entirely above the top of the net.
- Substitutions will be during the serving rotation and will enter in position 6 (middle back).
- The regular clockwise rotation rule must be observed.
- If the ball touches the net on a serve, it is playable
- Each team is allowed a maximum of 3 successive contacts of the ball in order to return the ball to the opponent's area.
- A team that has made a block has the right to 3 more contacts in order to return the ball to the opponent's area. (A block does not count as one of the 3 hits.)
- Touching the ball over the net above the opponent's playing area before the opponent has attempted to send the ball to the opposite side constitutes a fault. A player's hand passing over the net to affect a block is not a fault provided it does not interfere with the opponent's play.
- Crossing into the opponent's court, beyond the center line to touch the opponent's court with hands, foot and/or feet is permitted provided some part of the crossing hand/foot/feet remains either in contact with or directly above the center line. Any other part of the body is a fault.
- A back row attack may only occur behind the 10ft line.

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