

## TRI SPORTS Indoor Volleyball 6 - on - 6 Rules

### IT IS THE RESPONSIBILITY OF TEAM CAPTAINS TO REPORT THEIR GAME RESULTS TO THE SUPERVISOR BEFORE LEAVING THE COURTS EVERY WEEK.

**1. Game Time/Default:** Game time is start time. Please arrive 15 minutes early to ensure that your games start on time. Odd/Even number guess will determine which team serves first. Matches are best-of-3, with league standings determined first by match wins and then by win %-age. Games are won at 21 points. You must win by 2 points, but there is a cap at 25 (i.e. final score of 25-24). There is a 1-hour time limit. Matches are scored by rally scoring. League Supervisor will be the official timekeeper. Teams are comprised of six (6) players with a **minimum** of two (2) women and two (2) men on the court. A team can play with a minimum of 4 people, as long as two (2) players are women and two (2) players are men. A default for each game will occur if any team cannot field a squad 10 minutes after the game's official start time (e.g. a team that is not ready to play 15 mins. late will forfeit the first game, but can play the second and third games). Captains may agree to waive the rules regarding minimum people but this should be decided before the game starts. **IF IT IS AGREED THAT THE GAME COUNTS, IT COUNTS!**

### 2. General Rules:

- i. Rally point scoring is used during regulation league play.
  - ii. A player may not block or spike a serve.
  - iii. Players can open-hand volley a serve.
  - iv. A server may serve the ball from anywhere along the baseline.
  - v. A player may play the ball off any part of his/her body, including feet. Please be careful.
  - vi. A player may not touch the net during any part of the play. Please call your own net violations. Inconsequential contact with the net by a player not making a play on the ball should be ignored, unless it disrupts the play.
  - vii. Rotate new players in at the server position.
  - viii. **A player should not pass under the net during play. Players should remain on their own sides. When a player lands on the opponents' side during play, play should be stopped and point awarded to the non-violating team.** (Revised Fall 2009)
  - ix. Servers DO rotate after five consecutive points. The same team continues to serve.
  - x. Teams may call a one (1) minute time-out per match if needed. Game clock continues to run.
  - xi. **Serves that hit the net and continue over the net are "in play".** (Revised Fall 2009)
3. Discrepancies: All games are self-refereed. Any disputes will be discussed amongst the two team captains. Please play honestly and call your own infractions (double hit, net, etc). If a dispute cannot be settled, the point should be re-served – It's a "DO OVER!"

### General League Rules - apply to all TRI SPORTS sporting events

**Player Eligibility:** SUBSTITUTES are allowed, but should not be on the roster of any other league team. PLAYOFFS- players must play in 50% of regular season games to participate in the playoffs. Both captains may agree to waive these rules.

**Tiebreakers:** League standing tiebreakers will be by head-2-head, and win %-age.

**Attire:** Please coordinate a team color to be worn each week.

**Protective Gear:** For everyone's protection, knee braces must be of a soft material or be covered and padded so that no hard plastic or metal is exposed. You will not be allowed to play unless your brace is ok.

**Jewelry:** All dangling chains, watches, rings, and jewelry should be removed for the safety of all players involved.