

# BYRON TOWNSHIP RECREATION

## ADULT COED 6's VOLLEYBALL RULES | 2023

Our indoor volleyball league is recreational and follows USA Volleyball standard rules of play, unless noted below:

- **Players & Substitutions:**
  - All teams must complete registration, which includes filling out the registration form and team roster.
  - Roster limit is 12.
  - Team Requirement – a team consists of 6 players, but may start with a minimum of 4 players. A team must have at least two women and two men on the court at all times.
  - In order to receive a forfeit win – a team must have its 6 players on the court (or minimum of 4). If neither team can field a team, it is a double forfeit.
  - It is highly recommended that players do NOT wear jewelry.
  - Players must wear athletic shoes. Any other shoes will not be allowed on the court.
  
- **Rosters:**
  - All roster additions must be approved and turned in before the first day of competition.
    - Player add-on forms are available on the website or at the front desk of the Community Center.
  - A team will forfeit any game in which it is determined that a player has participated who is not listed on the roster, add-on, or is under age.
  
- **Pre-game Preparation:**
  - FORFIET TIME IS 10 MINUTES AFTER SCHEDULED GAME TIME.
  - At the beginning of the game, a team will meet with an official to do a coin toss, or perform rock/paper/scissors to choose either (1) select to serve or receive or (2) which side they want to start on. The losing team will will the remaining choice.
  
- **Length of Matches & Games:**
  - Best two-out-of-three games decides the match winner. There will be a 60-minute clock for all matches.
    - Each team gets two 30-second time out per game.
    - Intermissions between games is a max of 1-minute.
  - Rally scoring will be used for all games. All three games are to 25 points. The cap is 25 points.
  - Teams will switch sides after each game.
  
- **Hit Characteristics:**
  - The ball may touch any part of the body (kick is allowed).
  - The ball must be hit, not caught or thrown.
  
- **Faults:**
  - Four hits – a team hits the ball 4 times before returning it.
  - Assisted hit – taking support of teammate or any structure/object in order to reach the ball.
  - Held ball – player does not hit the ball (unless when in defense of a hard-driven ball or when simultaneous contact by two opponents over the net leads to a momentary held ball).

- Double contact – a player hits the ball twice in succession or the ball touches two different parts of his/her body.
- Back row spiking or blocking in front of the attack line (10' line).
- Other Playing Rules:
  - Ball may contact any part of the body during a block.
  - Blocking does not constitute a team contact, and any player may make the second contact of the after the block. The blocking team will have 3 contacts after the blocking contact.
  - Any front row player can block.
  - Players, including their clothing, CANNOT touch the net during play. It is NOT a fault if a ball driven into the net causes the net to touch the player.
  - Players may go completely under the net to play a ball, but may not interfere with an opposing player.
  - If a serve hits the net and goes over, it is in play. (“Let serve rule”).
  - Players may not block or attack-hit a serve when the ball is entirely above the top of the net.
  - If any foreign object/non-player person enters the court during play, the ball becomes dead. The point will be replayed.
  - The official/on site supervisor shall call violations involving unsportsmanlike conduct.
  - A ball may be played out of the net and outside the court.
  - Balls that hit the ceiling or any object on the ceiling (excluding all basketball hoops and curtains) is still in play when it is over a team’s own court and falls back into a team’s own court, provided they still have any hits left to get it across. Balls may NOT be played off the side walls, basketball hoops, curtains, or any other objects around the court.
- Substitutions:
  - Teams may use a traditional substitution format or a continuous rotation, as long as each player does not occupy more than one position in the service order in a single game.
  - Rotation order must stay the same throughout the game, but can be changed between games in the same match.
    - EXCEPTION TO TWO PREVIOUS RULES: Teams may utilize a male-only rotation format when there are only 2 females present. Or the males may sub for each other in the traditional format. Rotating only females out is not allowed.
  - Players must start in their rotational positions but may switch right after the serve.
- Miscellaneous:
  - Profanity and unsportsmanlike conduct can result in ejection and/or disqualification from future matches.
    - Any player than is ejected will serve a 1 match suspension.
  - Refunds will not be issued for ejections or suspensions for unsportsmanlike conduct.