

Rising Phoenix Jaycees Coed Volleyball League Rules

RPJ Coed Volleyball League Rules will be used for this year's Spikes for Tykes Coed Bracket. The primary difference between the coed rules used in other leagues and tournaments is that there is no "girl-touch" rule.

ARTICLE IV - PLAYING AREA AND TIME

1. Net Height

7 feet 6 inches (or as close to as possible)

2. Boundaries

Playing boundaries will be determined by the playing facility and announced before league play. Balls may be played off the ceiling and ceiling objects and structures provided the ball stays on the same side of the court. A ball touching the ceiling/structure while crossing to the opposing side will be considered out of play. If a ball touches a side or back wall while your team is playing the ball, it is considered 'dead' and the other team will be awarded the point. If a player on your team enters another court while the ball is in play, the play is also considered 'dead' and the opposing team gets a point.

3. Starting Time

Matches will begin promptly on schedule (as much as possible).

4. Playing Time

Game lengths are a set amount of time (that may be adjusted by the League Director if the league is behind schedule). There is no cap on the maximum number of points a team may receive. Play continues until time runs out.

5. Time-outs

No time-outs are allowed. Play may stop due to injury (or other circumstances) but the game clock will not stop.

6. Rest

There will be no rest period when teams switch sides.

7. Scoring

The scoring format for this league will be Rally Scoring. 'Let' serves count.

8. Final Score

A set is won by the team that is ahead at the end of that time period. In cases of a tie, an additional rally point will be played and whomever wins that point shall be determined the winner.

9. Matches

A match shall consist of two sets.

ARTICLE V - GAME PROCEDURES

1. Spokesperson

Only the team captain or coach may address the referee during the game.

2. Lineups

Teams are not required to submit a lineup before play.

3. Substitutions

A player may substitute for another player any number of times during a game. Males may substitute for females and vice versa. Any number of players may substitute for a single position. Substitutes must report to the referee and indicate the player he/she is subbing for. Substitutes must wait for the referee's signal before entering the game.

4. Protests

Disagreements with rule interpretations must be brought to the attention of the referee by the team captain prior to the next serve. All decisions by the referee are final.

The rules of play are similar to other coed leagues and tournaments. As stated in the beginning, there is no "girl-touch" rule.

ARTICLE VI - RULES OF PLAY

1. Serving

There are no serving restrictions. Jump serves are allowed and the "net serve" rule will be employed for this league.

2. Service Receive

Blocking or attacking a served ball is not allowed.

3. Contact

The ball may be contacted with any part of the body. The ball may contact any number of body parts provided that such contact is simultaneous and the ball rebounds immediately and cleanly after contact.

4. Held Ball

When the ball comes to rest momentarily in the hands or arms of a player, it is considered as having been illegally held. The ball must be hit in such a manner that it rebounds immediately and cleanly after contact. Scooping, lifting, or carrying the ball shall be considered as holding.

5. Spiking

When executing an attack where there is no noticeable arc in the flight of the ball, front row male players must take off with both feet fully behind the 10-foot line. He however may make contact and land in front of the 10-foot line. Male players may also attack the ball in front of the 10-foot line, but the path of the ball must follow a noticeable upward arc. Back row male players must take off and land behind the 10-foot line. Back row female players must take off behind the 10-foot line, but may make contact and land in front of the 10-foot line. Back row players may make contact with the ball in front of the 10-foot line if at the moment of the contact some part of the ball is below the top of the net (there is no arc rule in this case). No player is allowed to attack the ball on the opposite side of the net (over-reaching is not allowed on an attack ball).

When attacking, male front-row players must take-off with both feet fully behind the 10-foot line, but they can land in front of it. Male back-row players must take-off and land behind the 10-foot line when spiking.

Roofs are allowed, but two or more male defenders cannot block a female attacker. One male and one (or multiple) female(s) may block a female hitter.

6. Blocking

Only front row players may block. Blockers' hands may reach over the net, provided the hands do not touch the net and that there is no contact with the ball until after the opponents have completed an attacking hit. A male blocker's hand(s) cannot have a downward motion forcing/pushing the ball in a downward trajectory. Multiple contacts of the ball by blockers shall be counted as a single contact, but this contact does not count as one of three allowed per play. There is no limit on the number of front row blockers and 'Roofing' is allowed- even on female attackers, however, no two male players may block a female. One male and one (or multiple) female(s) may block a female hitter.

7. Dinking

Dinks by a male player cannot be pushed downward from above the height of the net. If the ball is pushed, it must have a noticeable upward arc.

8. Crossing

A player can reach or penetrate into the opponent's court and/or space under the net provided this does not interfere with the opponent's play. Penetration into the opponent's court beyond center line with hand(s), foot, or feet is permitted, provided some part of the penetrating hand(s)/foot/feet remains either in contact or directly above the center line.