

Volleyball

GENERAL PLAY

1. Played by **2 teams of 2 to 6 players each**. One team serves the ball over the net trying to make it land within the opponents playing area. Receiving team attempts to return the ball over the net so that the ball will land within the opponent's playing area.
2. Coin toss before 1st and 3rd game determines serve/receive or playing area. Loser gets remaining choice.
3. Team to score **25 points** and is at least 2 points ahead wins. Play continues until a team is ahead by 2 points.
4. Match consists of winning 2 out of 3 games.
5. **Court** – 60' by 30', end lines are on the short side, sidelines are on long sides, attack line is 10' from centerline (measuring from the middle of each line), centerline runs parallel to endlines.
6. **Overhead Obstructions** - are playable as long as it touches an object on the same side as the last team that hit ball AND is played legally by that same team.
7. **Net** - height is 8' for men and 7'4" for women.

OUT OF BOUNDS AND BECOMES DEAD:

1. Touches a wall, objects mounted flush with a wall, or objects on the floor outside the court without interfering with a player's legitimate effort to play ball.
 1. Touches floor completely outside court's boundary lines.
3. Touches net antenna or does not pass over net entirely between antennas.
4. Touches net cables or net completely outside antenna, net supports or referee's platform.
5. Touches a non-player who is not interfering with a player's legitimate effort to play ball.
6. Touches ceiling or overhead obstructions beyond vertical plane of net and its out of bounds extension.
7. Touches or breaks plane of a non-playable area such as adjacent courts scheduled for play, bleachers, benches, official's table, etc.
8. Touches any part of a back board which is hanging in a vertical position, over a playable area, if in official's judgement, the ball would not have remained in play if back board had not been there.

POSITIONING AT SERVE

1. All players (except server) shall be within team's playing area and may be in contact with the boundary lines or center line, but may not have any part of the body touching the floor outside those lines.
2. Shall be in correct serving order, right side players shall have at least part of one foot touching floor closer to right sideline than both feet of center player in their row (front or back), left side players follow same procedure to the left sideline, front row players follow same procedure but must be closer to centerline than back row players.

SERVE REGULATIONS

1. Serve within the service area – SERVER must **NOT** touch endline or area outside of serve area until after contact is made.
2. A served ball may touch the net as long as it lands legally on the opponent's court
3. **SERVE ROTATION** – rotation is a clockwise pattern
4. May use hand, fist, or arm while ball is held or after it is released
5. **RESERVE** - occurs when server releases ball for service then catches it or drops it to floor, each player allowed one reserve during team's term of service.
6. Serve is a **fault** and ball becomes **dead** when ball:
 - a) Passes under net.

- b) Touches a teammate.
- c) Touches floor on server's side.
- 7. Serve is **illegal** and ball remains **dead** if server:
 - a) Hits ball illegally.
 - b) Touches endline or area outside of service area before contact.
 - c) Serves out of order.
 - d) Releases ball for service then catches it or lets it drop to the floor 2 or more times during each team's term of service.
- 8. All players may **NOT** attack (spike) serve when ball is above net.

LIVE & DEAD BALLS

1. Live Ball – from moment of legal serve until ball becomes dead, lines are in bounds.
2. Dead Ball
 - a) Ball touches antenna or does not pass entirely between antennas.
 - b) Ball lands out of bound.
 - c) Ball contacts ceiling or an overhead obstruction and not played legally by correct player.
 - d) Ball contacts ceiling or an overhead obstruction after third hit.
 - e) Ball contacts ceiling, obstruction or wall over a non-playable area.
 - f) Ball becomes motionless in net or overhead obstruction.
 - g) Ball touches floor.
 - h) Ball passes under net.
 - i) Ball breaks plane of non-playable area.
 - j) Ball hits non-player in a playable area.
 - k) Player commits a foul.
 - l) Any part of player's body touches net or breaks net plane.

CONTACT

1. Team allowed 3 contacts before ball must pass legally over net.
2. If first contact is a simultaneous touch by opponents or an action to block the ball, then the next touch is counted as first contact.
3. A block does not count as one of the three allowable hits.

FRONT ROW PLAYERS

1. May contact ball from any position inside or outside court except completely across centerline or its out of bounds extension.

BACK ROW PLAYERS

1. While positioned behind attack line, contact maybe from any position inside or outside the court, above or below the top of the net.
2. Shall not:
 - a) Participate in or attempt a block.
 - b) Attack and/or direct a ball which is completely above the height of the net while positioned:
 - 1) On or in front of attack line or its out of bounds extension.
 - 2) In the air having left the floor on or in front of the attack line or its out of bounds extension.