

Hayward Tuesday Night Volleyball League

2021 Rules

Refereeing

- All matches are self-refereed. If a dispute arises it shall be resolved by the team captains. If the dispute cannot be resolved, the rally is canceled and replayed.

Match Format

- Matches will start at 6:30PM with a 15-minute grace period. Failure to start play by 6:45PM will result in a draw/forfeit for the first set. Failure to start play by 7:00PM will result in a draw/forfeit for the entire match.
- Matches may be rescheduled if adequate notice is given and/or both team captains agree.
Matches
- Each match will consist of 5 sets to 25.
- Matches may be played to 21 to expedite play if both team captains agree. All other rules still apply.
- All 5 sets of each match must be played.
- Each team is granted one 30-second timeout per set. Timeouts can only be called during a dead ball.
- A player must have played 2 matches (10 sets) of regular season games to be eligible to participate in position night(s) and tournament.

Team Composition

- Teams of 4 must have at least 1 female player.
- Teams of 5 and 6 must have at least 2 female players.

Scoring

- The object of the game is to send the ball over the net in order to ground it on the opponent's court, and to prevent the same effort by the opponent. The team has three hits for returning the ball (in addition to the block contact). The ball is put in play with a service: hit by the server over the net to the opponents. The rally continues until the ball is grounded on the playing court, goes "out" or a team fails to return it properly. The team winning a rally scores a point. When the receiving team wins a rally, it gains a point and the right to serve. The serving player must be alternated every time this occurs.
- A set is won by the team which first scores 25 points with a minimum lead of two points. Play is continued until a two-point lead is achieved (26-24; 27-25; etc.)

Play

- The serving team is decided by a volley which must pass over the net at least 3 times. The winners of the volley get preference to choose; first serve, side, or ball.
- The ball is "in" if at any moment of its contact with the playing surface, some part of the ball touches the court, including touching the boundary lines.
- The ball is "out" when it falls on the ground completely outside the boundary lines (without touching them); touches an object outside the court, or a person out of play; touches the ropes, posts, or surrounding obstructions; crosses the vertical plane of the net either partially or totally

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outside the crossing space during service or during the third hit of the team; crosses completely the lower space under the net.

- A hit is any contact with any part of the body by the ball by a player in play. Each team is entitled to a maximum of three hits for returning the ball over the net. These team hits include not only intentional hits by the player, but also unintentional contacts with the ball. A player may not hit the ball two times consecutively. When two teammates touch the ball simultaneously, it is counted as two hits (with the exception of blocking). If they reach for the ball, but only one of them touches it, one hit is counted. If players collide, no fault is committed.
- While crossing the net, the ball may touch it. A ball driven into the net may be recovered within the limits of the three team hits. If the ball rips the mesh of the net or tears it down, the rally is cancelled and replayed.
- In blocking, a player may touch the ball beyond the net, provided that he/she does not interfere with the opponent's play before or during the latter's attack-hit. After an attack-hit, a player is permitted to pass his/her hand beyond the net, provided that the contact has been made within his/her own playing space.
- Blocking the serve is not permitted.
- Only front row players are permitted to attack the ball. No more than 3 players may be considered front row during a rotation.
- A player may enter the opponent's space, court and/or free zone, provided that this does not interfere with the opponent's play.
- A player may not touch the ball or an opponent in the opponent's space before or during the opponent's attack-hit. A player may not interfere with the opponent's play by penetrating into the opponent's space under the net. A player interferes with the opponent's play by (amongst others): touching the net during his/her action of playing the ball, using the net as a support or stabilizing aid, creating an unfair advantage over the opponent by touching the net, making actions which hinder an opponent's legitimate attempt to play the ball, catching/holding on to the net.
- It is forbidden to wear objects which may cause injury or give an artificial advantage to the player. Socks are permitted. Shoes are forbidden.
- Participants must behave respectfully and courteously in the spirit of FAIR PLAY toward venue employees, the opponents, teammates and spectators.