

Summer Grass Volleyball Rules

Current NFHS rules will govern play with the following exceptions:

Team Rosters:

No player will be allowed to play without signing the team roster first. Any team caught with illegal players on the floor will forfeit the game(s) in which that player has played. By signing the team roster you are also signing a liability waiver.

- To be eligible for the playoffs, a player must have played in at least 2 regular season matches.
- You may change teams by contacting the league coordinator and requesting a switch. But you MUST sit out 2 games before playing with another team.
- All players must be in high school or older (15+)
- Players can only play for (1) team in each division, you may sub with the other teams approval, except in playoffs **(NO SUBS for playoffs)**.

Game Scoring and Timing

- Each match consists of three games, rally scoring to 21 points. Play will continue until one team scores 21 points, winning by two points, with a cap at 25 points.
- Rally Scoring: If the serving team wins a rally, it scores a point and continues to serve. If the receiving team wins a rally, it scores a point and serves next.
- There will be a 45 minute time limit for the match.
- All three games will count in league standings, even if the game was not finished.
- Game time is forfeit time for the first game of the match. There will be a 15 minute grace period and then game 2 will be called a forfeit. If after 20 minutes a team still having less than 3 (4v4) or 5 (6v6), the entire match is forfeited.
- One 30 second time-out is allowed per game
- There will be a one minute rest period between games if needed.

Serving

- It is illegal to block or attack a served ball.
- A serve may be set as long as it is not lifted or carried.
- When the receiving team has gained the right to serve, its players rotate one position clockwise. The receiving team does NOT rotate after the first end of rally/point. Your serving order must remain the same for the entire game/All players must serve. If you skip a server, it is a point and side out for the opposing team.

Game Play

- Home team listed will choose Serve or Side. Teams will switch sides after each game.
- Teams may warm-up depending on time available- there is no guaranteed warm up period.
- Free substitution is allowed in between points and must be made in a consistent manner throughout. Sets across the net must be made square with the body facing the Net (Forwards /Backwards). (No dump sets) for 4V4 Leagues.
- All players are considered front row and may attack and block (4v4) leagues.

Faults:

- There are NO determined positions on the court (4v4) Players must still follow a set serving rotation.

- Service Fault - Service order must be maintained throughout the set. A service order fault is committed when the service is not made according to the service order.

Protest Procedures:

- Only the designated captain of the team may make a protest.
- No protest will be allowed for judgment calls.
 - All Line calls will be made by teams, if a disagreement by each side then call a replay
- Rule Book call protest must be made to the Field Supervisor prior to the serve following the infraction.
- Roster protests must be made before the game is over. NO roster contentions may be made after the clock has expired or after the 3rd match has been played to completion.
- The Field Supervisor's ruling is final.

Players Conduct:

- All players are expected to conduct themselves in a sportsman-like manner.
- Any player displaying unsportsmanlike conduct will be given a verbal warning from the field supervisor.
- A second offense will cause the player to be ejected from the game.
- A single serious offense will be signaled with an ejection from the match and must immediately leave the field/Park.

Children:

It is required that children be supervised or left at home. The playground part of the park is close by, it is recommended they be supervised.

- Should league play be disrupted by unsupervised children, games will be stopped and penalties, including forfeits may occur. The safety of the league players as well as the children will be the top priority.

COED Specific Division Rules Acceptable M:W Ratios:

- **(4v4) league:** Must have 3 players to start. 2 men 2 women; 1 man 3 women; 3 women; 1 man 2 women; 2 men 1 woman, 4 women
- **(6v6) league:** must have 5 players to play/start. 3 men/3 women is preferred, but 3 men/ 2 women, 3 women/ 2 men is acceptable as well as 5 or 6 women.
- In the event of an injury that occurred mid-game, ratios may have more men than women. **In the event of an ejection, ratios MUST be maintained.**
- If the ball is played more than once in Coed league, a female player must play the ball at least once before it goes over the net.

Game Play

- Free substitution may be used on a side-out in a consistent position. (Men to women ratios must be maintained. In general, men replace men and women replace women when subbing)

Tournament/ Playoffs:

League Standings will be determined by the following order: Game Record, Head-to-head games, head-to-head matches, **Match Record, Point differential.**

- Tournament games will be played best 2 out of 3 games – 3 games to 21, cap at 25 and time limit of 45 minutes.

General Ball Handling

TIPS/Dumps:

(4v4) When contacting the ball with one hand, the ball must be cleanly hit with 1) the heel or palm of the hand (including roll shots), 2) straight, locked fingertips (cobra), or knurled fingers (camel-toe), 3) a closed fist, or 4) the back of the hand. One-handed placement or redirection of the ball with the fingers (dink or open-hand tip) is not permitted

Sets:

(4v4) A setter may set the ball over the net (forward or backward), provided his/her shoulders are perpendicular (Square). Side or directional sets are not permitted over the net. No Side sets.