

SPORTSFEST XXIII  
Saturday, March 17<sup>th</sup>  
Sunday, March 18<sup>th</sup>

## CO-ED VOLLEYBALL RULES

**USVBA Rules will govern all play with these exceptions:**

### TEAMS AND PLAYERS:

1. Players allowed on the court:
  - 3 female and 3 male
  - 2 female and 3 male
  - 3 female and 2 male
2. A team may consist of a maximum of 10 people. (on court and sidelines combined)
3. Game may begin with five players, **BUT NO LESS THAN FIVE.**
  - Phantom rule is in effect.
4. No player may play on more than one team during the course of the tournament.  
*NOTE: If a player is caught in violation of this rule, the player and the teams he/she played for will be forfeited from the tournament.*
5. **Teams must register at least 1 hour before game begins.** Teams should be one hour early prior to scheduled game.
6. All players must register **BEFORE THEIR 2<sup>ND</sup> GAME** in order to compete in playoffs. Non-registered players caught competing will result in disqualification of the tournament.
7. Each team is required to referee a game(s). A schedule will be posted prior to the tournament. **Referees must be present 30 minutes before match.** Four referees are needed (2 net judges and 2 line judges). **\* IF A TEAM DOES NOT SERVE AS REFEREES OR DO NOT HAVE THE REQUIRED 4 REFEREES AT THEIR APPOINTED TIME, THEN THAT TEAM WILL HAVE ALL THEIR GAMES FORFEITED.** (PLEASE NOTE THAT THIS RULE WILL BE STRICTLY ENFORCED)
8. Wristbands and IDs:
  - Wristbands must be worn at all times for all competing players.
  - If there is a lost wristband, \$2 penalty will be assessed to the competing player.
  - If wristband is broken but still held, wristband will be replaced at no additional cost.
  - Wristbands and IDs will be asked and accounted for before every game.

### GAME PLAY:

1. A match is best out of 3 games
  - Teams shall change sides at the end of each game.
  - For first and second set, rally scoring to 25 points (win by 2, no cap)
  - For third set, rally point scoring, first to 15 (capped)
2. The winner of a coin toss will have the choice of side or serve to start the match and before the beginning of the third game if necessary.
3. A player shall not contact any part of the net or its supports while the ball is

in play. Should the ball be driven in to the net, resulting in the net touching an opponent, a violation shall not be called as long as the player did not actually contact the net by the player's own impetus.

4. If any player's body part (i.e. feet or arms) goes under the net, while the ball is in play, the game shall stop and the point goes to the opponent.
5. If a team contacts the ball more than one time during offensive action, one of the contacts must be by a female player.
6. A player may not make successive contacts of the ball except that when playing a hard-driven spiked ball. When a player participates in a block and makes only one attempt to play the ball during the block, the player may touch the ball twice in succession. This touch shall be counted as one of the three hits for the team.
7. A back row male player may come up to block when there is only one male player in the front row.
8. If the ball hits the ceiling, the basketball backboard and support, or air vents and **DOES NOT** go over the net, the ball is still in play.
9. If the ball hits the ceiling, the basketball backboard and support, or air vents and **DOES** go over the net, the ball is dead.
10. The ball is dead when:
  - It passes over the net outside the tape (antenna)
  - If the ball hits the walls
 If you enter another court to make a play
11. Each team has only 2 time outs per game. Time outs shall not exceed 1 minute. Any time outs exceeding 1 minute will be a delay of game and will constitute an extra point for the opposing team.
12. Pre-game warm-ups shall only be 5 minutes maximum per team at the beginning of the scheduled match. Referees should be aware of the time to enforce penalties. Penalties will be assessed as follows:
  - Penalty for the team(s) playing – Lose a point a minute with 10 minutes maximum. Anything over 10 minutes is a forfeiture of the match.
13. A substitution may occur only when the ball is dead. There is no time allotment for substitutions – they must be **IMMEDIATE**. Should there be a delay in substitution; a time-out will be charged against the team.
14. Positions on the court shall alternate (male, female, etc.)

### **MISCELLANEOUS:**

1. At least 4 Filipinos must be in the game at all times. Failure to comply with this rule will be given a verbal warning by the Sports Coordinator. Repeat offenders will be automatically disqualified from the tournament. **THERE ARE NO EXCEPTIONS.**
2. Fighting or any type of unsportsmanlike conduct will result in forfeiture of a match. The Sports Committee will consider and determine what unsportsmanlike conduct is.
3. The time that the Sports Coordinator has will be what the scheduled games will go by. **THERE ARE NO EXCEPTIONS.** It is the team's responsibility to check with the Sports Coordinator at anytime during the tournament to see what time he/she has.
4. All teams must provide their own whistle(s) for refereeing.
5. Protests:
  - All matters of question shall be referred to the sports director and coordinator for a ruling.
  - **A \$25 deposit is required before a protest is made. If you win the dispute, you will be refunded your money.**
  - Protest must be made "on the spot" or before the game ends.

**Note: Rules are subject to change.**