



Adult 6's Volleyball Rules

This league is governed by [USAV Rules](#) except for the following:

Check-In/Identification Policy

- 1) ALL PLAYERS WHO ENTER THE GAME MUST CHECK-IN WITH THE SCOREKEEPER BEFORE THE GAME.
- 2) Scorekeepers will check-in players according to roster. Players are required to show an official valid ID, Driver's licenses, ID card, student ID, and work ID, will be acceptable as long as ID has player name and picture. Social Media profiles will not be accepted.
- 3) After an ID has been reviewed by the Scorekeeper the player is required to sign the roster/waiver. Player doesn't have to sign each game, only the first game played. However, ID is required for every game!
- 4) Players who fail to show proper ID WILL NOT be allowed to play.
- 5) Players who arrive late will be allowed to play **up to 15 minutes after the start of play**, however they must check- in during a timeout, in between plays when there is a delay, or in between games. Failure to do so will result in a forfeit for team. If a player shows up after 15 minutes, they can still play however the match will count as a forfeit.

MATCH FORMAT:

- *Teams shall have approximately 10 minutes before scheduled match to warm-up. For example, if your match time is 7:30pm your warm-up time will begin at 7:20pm.
- *Matches will consist of best two out of three.
- *The first and second games will be to 25 with a cap at 27 (must win by two).
- *The third game will be rally point scoring to 15 with a cap at 17 (must win by two).

TEAM CONTENT:

- *All teams should compete with 6 players.
- *If you play in a co-rec league, you will use the traditional co-rec 4/2 rules. This includes the traditional rotation rule of male/female/male/female etc. No more than 4 male players may be on the court at any one time. * Teams may play with 5 players if needed.
- * When playing with 5 players on a co-rec team there must be a 4/1 ratio (male to female or female to male)
- *When playing with 5 players, then:
 - *The position of the missing player must be established to the head official.



*The missing player position will rotate.

*All players must occupy their correct position as if the missing player was there.

*When the missing player position rotates into the serving position an automatic side out will be granted to the opposing team.

*When a team begins a game or is reduced to 5 players, then that team must complete that game with 5 players, unless someone that is currently on the roster arrives, checks in with the scorekeeper up to **15 minutes after the start of play**. Failure to do so will result in a forfeit for team. If a player shows up after 15 minutes, they can still play however the match will count as a forfeit.

ROSTERS:

*Official rosters must be turned in prior to the first game of the first match of the new season. Players may only play on one team per night, no sharing of players on the same night. If a team picks up a player from the same night, it will result in a forfeit.

*Limit of 20 players per team. If you have 20 players but still need to make an addition, you must first remove a player from your roster before adding someone else.

*All roster additions or deletions must be made in writing (rosters are located in the binder with the scorekeepers). Changes may only be made by the team captain or acting captain at the scorer's table.

Note: Captains, be sure you have room on your roster before you add new players!

*NO ROSTER ADDITIONS will be allowed after your 5th game played. To be eligible for the playoffs, players must play in at least 1 regular season match. If you need to add players after the lock date, you must contact the league coordinator by 2pm on gameday.

FORFEITS:

*The scheduled game time is forfeit time on the first game of the match. (Gym clock is the official time)

*Team will have an additional 15 minutes to field a team for the 2nd game. If unable to field a team after 15 minutes, the match will be forfeited.

*Officials cannot hold up a match waiting for a player.

***Any team forfeiting 2 scheduled matches may not be eligible for playoffs. After forfeiting 2 scheduled matches, the Athletics Office will have the right to drop the team from the league. Being dropped from the league will endanger your opportunity to participate in any future leagues. If you do have to forfeit, the Athletics Office must be notified by 2pm on gameday.**



PLAYOFFS:

*League championships will be decided by a playoff at the end of the season. All teams will make the playoffs unless you forfeited 2 or more matches during the season.

*If you forfeit a game, that is tie breaker number 1. If you end up with the same record as someone and you beat them head-to-head, you automatically lose the tie breaker because of your forfeit.

*Winners of the playoffs will receive a championship award.

PROTEST:

*In all questions about rules, disagreements, only the manager can approach the official to inquire about rules interpretation.

*Disagreements with the interpretation of the rules must be brought to the attention of the referee prior to the first service following the play in which the disagreement occurred. The manager of the protesting team may be the only one to bring the protest to the attention of the referee. If the explanation of the manager is satisfactory, the referee shall record all data relative to the protest on the score sheet.

*A decision will be made by the volleyball coordinator.

*There will be no protests on judgment calls.

HOUSE RULES:

*Basketball goal/Backboard: When the ball hits the basketball goal it will be replayed if in the referee's opinion:

*The ball would have landed in.

*A player could have made a play on the ball had it not hit the goal.

*Otherwise, the ball will be declared dead.

*A serve hitting the basketball backboard is a side out

*Ceiling: The ceiling is live if the ball stays on the side of the court of which it hit the ceiling.

*Divider curtain: When the ball or player hits the curtain, the ball will be declared dead.