GRiffith sport
Tournament Rules – Indoor volleyball

All players are responsible for reading and understanding the rules contained herein. If there are any rules that are not clear please discuss these with the referee prior to the commencement of the game or at half time. Due to the time constraints of this competition the referees will not clarify rules or rulings during the game.

Unless otherwise stated in these rules, normal volleyball rules apply as outlined by the Federation Internationale de Volleyball (FIVB). All rules are open to the interpretation of the referee and their decision is final.

**RULE 1: Team Composition & Player Requirements**

a) A team may have a maximum squad of twelve (12) players.

b) Six (6) players are allowed on the court at one time. In mixed competitions, three (3) females must be on the court at all times, therefore a maximum of three (3) males on the court at all times.

c) Teams may commence games with four players provided the previous point (1b) is satisfied. A game can start with only one (1) or two (2) women on the court so long as the number of males does not exceed the maximum of three (3).

d) All teams must adhere to the Uniform requirements set forth for this tournament.

**RULE 2: Interchange**

a) Substitutions can only be made into a server position. There is no limit to the amount of substitutions per game.

**RULE 3: Game Duration**

- Each match will consist of a maximum of 3 games played to 25 points (teams must win by two (2) clear points).
- If the final siren goes off during a game then play will finish and a winner will be declared so long as they are two (2) points ahead of the opposing team.
- The match will be deemed a draw if the final siren goes off and the following situations have occurred.
  a. Less than two games have been fully completed.
  b. It is the 3rd game and each team have won a previous game but neither is two (2) points ahead of the opposing team when the siren goes off.
- A match can finish before the final siren so long as the previous conditions have been met.

**RULE 4: Game Commencement**

a) Teams should arrive 15 minutes prior to the commencement of their match to allow for smooth transition of games.

b) Any teams that are not ready to commence play with a minimum of 4 appropriate players (Rule 1), ten (10) minutes after the referee has signalled the game can start will incur a 0-25 forfeit loss for each game.

NB. The game may go ahead after 10 minutes; however the 0-25 loss will stand regardless of the actual score.

c) In all circumstances the game must finish at the scheduled time.

**RULE 5: Sport Specific Rules**

**Starting the Game/Service**

- Service of the first game will be determined by a coin toss. The team that did not serve first will serve second.
- The team that served in the first game will serve to start the third.
- Service will begin when the umpire blows the whistle.
- Service may be either underhand or overhand with either a closed or open hand.
- A served ball must pass over the net (and can hit the net) as long as it lands within the court lines. These serves are called “let serves.”
- A served ball may not be blocked or attacked by the receiving team.
- Points can only be scored by the serving team (exception: rally scoring)
- The server will continue to serve until the umpire declares that possession has been lost.
Playing the game

• When a team is awarded the serve, the team must rotate one place clockwise.
• A ball hit into the net, other than a serve, may be recovered provided a player does not make contact with the net or their foot fully crosses the centre line.
• A player may not touch the ball twice in succession
  o Unless the initial contact is a block.
  o Unless the ball is returned over the net by another player immediately after the ball touches the body of a person twice in succession.
• A team must return the ball across the net with three (3) or fewer contacts. A block does not count as contact.
• When the ball lands on the boundary line this is considered in. It is legal for a player to run out of the court to play the ball.

Fouls/Violations

• The ball is held, thrown or pushed.
• A team contacts the ball more than three times consecutively. Except when the first contact is the result of a block.
• A ball touches the body of a person twice in succession and the ball isn't returned over the net by another player immediately after the double contact occurred.
• Players are out of position at service.
• A ball is illegally served.
• An illegal block occurs.
• A player enters a non-playing area to play the ball.
• A player touches the net or antenna.
• A player attacks the ball above the opponent court or steps in an opponent’s court.
• A player reaches under the net and touches either the ball or the opponent.
• A ball lands outside a court or strikes an object.
• A ball is played by a player being supported by a teammate.

If the umpire calls a foul, the serving team will lose serve and the ball will be given to the other team for them to begin play.

RULE 6: Points
Points are awarded in matches as follows:

Win - 3 Points
Bye - 3 Points
Draw - 2 Points
Loss - 1 Point
Forfeit - 0 Points

In the event of tied points at the end of round matches, placing’s will be determined by for and against game count.

RULE 7: Finals

• Teams must win by 2 clear points: Examples of winning scores are 25-23 or 26-24.