

JERSEY CLUB SPORTS INDOOR VOLLEYBALL GAME RULES

POINTS AWARDED: Win—3 points...Loss – 0 points...Ties- 1 point

START OF GAME: Rock/Paper/Scissors will be played between the two team captains; the winner will choose to serve first or which side of the court to start on. Teams will rotate after the completion of each game.

It's 6 on 6; you must have at least 2 women. (If you have only 4 players, at least 1 must be a woman.) You must have at least 1 female on the court at all times.

Please arrive on time! Games **MUST** start on time!

SCORING: All games are rally scoring. In the "rally" game, points will be awarded on both the service and service-receive side (ex. Server hits ball into the net, point and serve go to the opposing team).

Teams will play as many games in as possible in a 55 minute MAX time period. Team with more wins will be the winner! Games played to 21 points. Play continues until a two point advantage is reached or until a team scores 25 points. If time is short, the referee may declare the last set be played to 15 (win by two), or until a team scores 21 points. The team that wins the most games first shall be declared the winner.

TIME OUTS: Each team is allowed one (1 minute) time-out per game.

SUBSTITUTIONS: After each side out, players must rotate from the front right to back right position. Substitutions can **ONLY** be made at this point in the rotation. The substitute is now the server.

SUBSTITUTION PENALTY: If a team illegally substitutes a player, that team will lose their serve immediately. All players must relocate to their original position.

BALL IN PLAY:

Points earned on a service made before the referee's signal to play will not count. Server has 10 seconds to serve the ball after the referee's signal. Teams will lose serve if player holds balls later than 10 seconds.

"IN" BALL: The ball is "in" when it touches the floor of the playing court including the boundary lines.

A ball which hits the ceiling or any overhead structure on your side and returns to your side of the court is playable.

"OUT" BALL: A ball is "out" when the part of the ball contacts the floor completely outside the boundary line, touches any object outside the court. A ball is "out" when it hits the ceiling or overhead structure on your side and then goes over to your opponent's side.

TEAM HITS: The team is entitled to a maximum of three hits (in addition to blocking) for returning the ball. The hits of the team include not only intentional hits, but also unintentional hits. A player may not hit the ball two times consecutively. The ball may touch any part of the body. The ball must be hit, not caught and/or thrown.

SIDE OUT:

- Four hits
- Back row player spikes the ball in front of the 10' line.
- Catch/throw of the ball
- Double contact of the ball
- Illegal rotation
- No "lifts". The contact should continue in one fluid motion and the ball should not come to rest at any time in that motion.

BALL AT THE NET:

The ball sent to the opponent's court must go over the net.
The ball may touch the net, including the service.
A ball driven into the net may be recovered within the limits of the three hits, except the service.

PLAYER AT THE NET:

A player can break the plane on a spike and a block, as long as you do not interfere with the opponent.
A side-out will occur if a player touches the ball or an opponent in the opponent's space before or during the opponents hit.
Any contact with the net is a fault, except when a player not attempting to play the ball accidentally touches the net.
Any part of player's body crosses completely over the center line located under the bottom of the net. (A player's hands or feet may touch the line provided that some part of the hand/foot remains either in contact with or directly above the center line).
When the ball is driven into the net and causes it to touch an opponent, no fault is committed.

SERVICE: No "jump" serves are allowed.

When the serving team wins the rally, the player who served before, serves again.
When the receiving team wins the rally, it gains the right to serve and rotates before serving. The player moves from the front right position to the back right position to serve.
No receiving player may leave his or her feet to block a serve.

BLOCKING: A block contact is not counted as a team hit, and a team is entitled to three hits to return the ball.

The first hit after the block may be executed by any player, including the one who blocked the ball.

ALL RULES ARE SUBJECT TO CHANGE AT ANY POINT DURING THE SEASON. RULES WILL BE ADDED OR CHANGED IN ORDER TO KEEP THE GAME AS FUN AND FAIR AS POSSIBLE DURING THE ALLOTTED TIME.

NO ALCOHOL IS ALLOWED DURING GAMES!

NO sneakers with black soles are allowed!

Please wear your JCS shirt every week.

Subs- Subs **MUST** register online before the start of the game. The "Register a Sub" button can be found on the website. Non-registered subs **CAN NOT** play.

The referee must be notified of any sub before the start of the game or your team will forfeit one game.

NO subs will be allowed during playoffs!

SPORTSMANSHIP: THE NUMBER ONE RULE IS TO HAVE FUN!!!!

Please **NO** arguing with the refs!

Any unacceptable behavior may result in suspension and/or ejection from a game or the league.

Fighting will be an automatic ejection from any game and in most cases ejection from the league for the remainder of the season.

GAME CANCELLATION/RAINOUT: Games may be canceled due to existing weather conditions, dangerous or unplayable field conditions, facility constraints, etc. We will make every effort to play all scheduled games, thus we will not cancel games until absolutely necessary.

If the game is cancelled, we will change the voicemail immediately. It is then the captain's responsibility to inform all teammates of the cancelation. Any games that are cancelled will be made up towards the end of the season if time allows.

Weather voicemail: 973-794-3822