



ADULT VOLLEYBALL PLAYING RULES

USA Volleyball (USAV) rules will apply except for the following rules:

GAME LENGTH

- A match will consist of three (3) sets with a fifty (50) minute time limit.
- The clock will stop during timeouts.
- If the match is still in progress after 50 minutes, then the match will be declared over and whoever is ahead at that time will be declared the winner of the 3rd set.
 - If the set is tied when time expires next point wins.
- The champion of each division will be determined by total sets won and not by matches won.
- **EXCEPTION:** In the playoffs, the match will be the best two (2) out of three (3) with the 3rd set being played to fifteen (15).

GAMES

- A set will be played to twenty-five (25) points.
- You must win by a 2-point advantage in each set unless the clock runs out.
- Each set will be played by rally scoring rules. In rally scoring, a point is scored every time there is a side out whether you are serving or receiving.
- To determine who serves first, a coin will be flipped, and the winner of the toss will choose either to serve or which side to defend. The team that received service to start the first set will serve the second game. The third game will be served by the winner of a coin flip as in game #1. Exception: If a team loses the first two sets of a match, then they will automatically serve the 3rd game.
- Should a team not have a minimum of three (3) players present at game time then the first set of the match will be declared a forfeit. If after ten (10) minutes a team still has fewer than three (3) players, all three sets will be forfeited.
- Should neither team have three (3) players present then the team with the most players will win by forfeit. If both teams have no players or the same number of players a double forfeit will be declared.
- All forfeited games will be scored fifteen (15)-Zero (0).
- Game times will be dependent on the facility availability and teams registered

TIMEOUTS

- Each team will get two (2) thirty (30) second timeouts per set.

SERVING

- You may not step on the SERVING line while serving.
- Either the underhand or overhand serving methods are legal. If serving underhand, then there must be a clear release for the serve to be legal.
- The ball shall be hit with one hand or any part of the arm after being tossed or released from the hand(s) - the ball being hit with any other body part will result in an illegal serve.
- A serve that hits the net and still goes over and lands in bounds, will count as a legal serve.
- Only one toss or release of the ball is allowed when serving. The ball must be served - there are no reserves.



GAME

- Catches and Throws will be violations.
- Any ball hitting on any part of the boundary lines is considered in bounds.
- When the ball is played by more than one (1) player on a team, one of these players must be a female.
- No more than three (3) hits per side per exchange, excluding attempted blocks.
- **Substitutions** can be made only in the **center back position**. The only exception is for injuries.

COED RULES

- A co-ed team should consist of three (3) men and three (3) women.
- Serving order and position will alternate by sex. (Exception: If a team is using 4 females and two males, the team may line up the males in opposite positions from each other. This will allow the team to always have at least one male on the front line.)
- If there is only one male player in the front row at service, one male back-row player may be positioned in front of the attack line to block.
 - The other back-row player must stay behind the attack line until the ball has been touched by the blocker(s) or is hit in a way that makes blocking impossible.
 - If a back-row player is not involved in a block, both back-row players may be positioned in the attack zone without any restrictions.
- A team may start with less than six (6) players, but no more than three (3) males or (4) four females can be in the game at the same time. A team cannot play with less than (3) three and (1) one of those players must be female. The ghost rule will be in effect for teams with fewer than 6 players.
 - A ghost is a position in the rotation where a player is not present. A ghost may be placed anywhere in the rotation according to sex and male/female rules. When the ghost rotates into the serving position, a side out will occur, and the serve and point will go to the opposing team.

DIVISIONAL TIE BREAKER

- 1) Head-to-head, 2) point differential between the tied teams during the head-to-head competition. 3) total point differential for season, 4) total points allowed, 5) coin toss.
- Awards will be given to the winners of each division.

TOURNAMENT

- The tournament structure and seeding will be to the discretion of the City Athletic Staff.
- Matches will be best two (2) out of three (3) with the 3rd game being played to fifteen (15).
- Game times will be dependent on the facility availability and teams registered.
 - Game time slots will be in 45-minute slots compared to an hour during regular season.
- Awards will be given to the winners of each tournament.

ELIGIBILITY

- **Players may only play in one division and only be on one roster.**
- Players must wear closed toe shoes, preferably tennis shoes. (**no slides, slippers, or crocs**)
- Players in City of College Station adult leagues must be at least 18 years of age at the time of participation.
- Rosters are the basis for the legality of players and are **due at your first game of the season**. If a team doesn't turn in a roster to the Athletic office, they cannot have any legal players. Teams that win their division or tournament will not receive their awards unless a roster is on file.
 - **This roster will be in the form of the waiver. Every player only needs to complete the waiver once.**
- No roster shall exceed twelve (12) players including a player/manager unless a special exception is made by the Athletic office.