



## City of San Mateo Adult COED 6X6 Volleyball Rules and Regulations

### MATCH PLAY & RULES OF PLAY

#### MATCH PLAY:

1. A match will be 3 games to 25 points, with rally scoring being used. If the first two games of the match last 40 minutes or more, the third game will be up to 15 points with rally scoring being used. There will be a 17-point cap. Both teams will be notified before the start of the third game.
2. Rally scoring consists of one (1) point being scored on every serve regardless of who is the serving team.
3. Game maximum of 27 points. Thus, if score is tied 26 all, the next team to score wins.
4. Each team will be permitted one (1) 30-second time out per game.
5. There is one (1) minute between games.
6. Start of Game: Official will write down the time the match begins. Both captains will be notified at the start of the match.
7. The serving team will be determined by a coin toss. The winner having the choice to serve or choose sides.
8. Warm Up Period – Teams are allowed 3 – 5 minutes of warm up between games dependent on time. This excludes the first game of the night.
9. Game time is scheduled time.
10. The team not serving first for the first game will serve first the second game. Teams will subsequently alternate.
11. Players must be in their starting positions during the serve then they may move about the court.

#### Rules of Play:

1. A lift will be called if a player obviously throws, catches, or slings the ball.
2. A foot fault will be called if the player's entire foot is beyond the center line.
3. All line shots are considered good.
4. Players may not touch the net during play, with the exception of the USVBA blocking rule.
5. Hair contact is allowed. If ball knocks net into the player, it is allowed.
6. Balls may be played out of the net.
7. It is legal for a player to hit the ball with any part of their body.
8. Back row players may not hit the ball over the net from in front of the ten (10) foot line if the ball is completely above the plain of the net.
9. Attack blocking the set is not permitted.
10. Blocks do not count as a hit.
11. Only front row players may block. If your team contacts the ball more than once (after the block) to send it over the net, a female must contact the ball.
12. On the third hit over, players can completely place his/her hand over the net for a block as long as the third ball striker touches it first.

13. Multiple contact is allowed on any first ball (no double hit can be called) over the net provided the ball is not lifted.

14. Sets and Double Calls – We allow an official judgment to call on spins if the setter is making an “athletic attempt” at the ball.

## **PLAYERS, SERVICE, SUBSTITUTIONS, EQUIPMENT, & TIMEOUTS**

### **PLAYERS:**

1. All players must have and present identification at games.
  - All players must attend a player’s meeting prior to participating in the league.
2. A team may have a maximum of sixteen (16) players on its roster.
3. All players must be 18 years of age or older.
4. Teams must have at least 4 players on the court at game time to start play.
5. All players must have present identification at every game.
6. All adding/removing players on your roster must be finalized by the start of your third game. All roster changes must be submitted through email to the Community Services Coordinator

### **SERVICE**

1. Officials will allow adequate time for teams to set up defensively before blowing the service whistle.
2. Let serves (serves touching the net) are legal.
3. It is illegal to serve out of order or before the whistle is blown.
4. The server must contact the ball within 8 seconds after the referee whistles for serve.
5. If the server steps on the line or into the court before hitting the ball, they lose the serve. If the ball is thrown as part of the serve, lands without being touched, it is considered a service tossing error, the referee authorize service again and the server must execute it within 5 seconds. One service tossing error is permitted per rotation.
6. When a serving error is made, all points served during that serve will be forfeited, if discovered during play. When the error is discovered after the serving turn is completed, no penalty shall be assessed. Positions must be returned to the proper established order.
7. No blocking or spiking the serve will be allowed.

### **SUBSTITUTIONS:**

1. There will be no time outs for substitutions, except in the case of injury. An established serving order must be set before the game begins.
2. Substitutions can rotate into the back row on every side out, but you must keep this pattern the same the entire game.
3. No free substitution will be permitted, except when a team is short starting player(s), when the player(s) shows up they may enter after a side out and must start in the back row.

### **EQUIPMENT:**

1. Game ball will be provided by the league. You will not be able to use your own ball.
2. All teams must wear similar/like colored shirts or jerseys with numbers on front and back. Uniforms will be required by the start of your first game.
3. All players will be required to wear "non-marking" athletic shoes.
4. Basketball/gym shorts only. Cargo or denim material will not be permitted.
5. No jewelry will be allowed.

#### **TIMEOUTS:**

1. Each team shall be permitted one (1) timeout per game. Timeouts do not carry over from one game to the next. Timeouts will only be granted during a dead ball or before the referee's whistle for the serve. Any player may request a timeout. Any team requesting a second timeout will be charged with unnecessary delay of game and be penalized a point to the opposing team. Note that the match clock does not stop during timeouts.

### **THE COURT, FORFEITS, PLAYOFFS AND CHAMPIONSHIPS, TIEBREAKER SCENARIOS, & CONDUCT:**

#### **THE COURT**

1. The court San Mateo High School's Gymnasium, located at 506 N Delaware St, San Mateo, CA 94401.
2. Food and drinks are not allowed into the gymnasium - water is the only exception.
3. We do offer seating for spectators.

#### **FORFEITS**

1. Every game will start on time. If you don't have at least 4 players at game time it will be a forfeit.
2. A forfeit will count as 1 1/2 game loss.
3. If a team forfeits two games, they become subject to being dropped from the league and may forfeit all rights to participate in playoffs.
4. No games will be rescheduled that are missed on the fault of the team.
5. After the 1 match, if you go below 4 players on the court you will forfeit the game.
6. Other reasons for forfeits: use of an ineligible player, un-sportsmanlike conduct, or a team receiving 3 technical fouls in the same game.

#### **PLAYOFFS AND CHAMPIONSHIP**

1. All leagues will include playoffs. The format of the playoffs will be determined by the number of teams registered. Teams will be notified of the format being used for their league at the managers meeting. In some formats, not all teams will make the playoffs.

#### **TIEBREAKER SCENARIOS:**

1. In the event that two teams end the regular season tied in the standings, the tie breaker shall be awarded to the team who won the regular season match up. If the two teams split the season series evenly, then the next step is to compare the total number of games (within a match) won in the head-to-head matches between the teams involved in the two-way tie. The tied teams shall be seeded in order of games won. The team with the most games won is seeded highest.

2. If both teams in the two-way tie remain tied, the tiebreaker shall be decided by a coin flip. The away team in the head-to-head matchup shall declare heads or tails, prior to the flip of the coin.

#### **CODE OF CONDUCT**

1. Unsportsmanlike Conduct: Any player, team, coach, or spectator who displays any form of unsportsmanlike conduct such as vulgar language, disrespect or deceit, shall be penalized in the following manner:
  - a. An immediate point/side-out shall be awarded to the opposing team.
  - b. In the event of a second unsportsmanlike conduct, the official may eject player/spectator. When a player is ejected, they will be suspended a minimum of one match.
  - c. Any person ejected shall leave facility immediately. Failure to leave the facility will result in forfeiture of match by team.