

Volleyball rules

1. Play to 25 pts, win by 2. Best of 3 games wins a match. Rally score = point on every serve/side out .
2. Ref whistles to beckon the serve, you have 5 seconds.
3. Each side gets 3 hits, the block doesn't count.
4. A ball partially over the net is fair game for either side. You may only hit a ball that is on the other side of the net after the opponent has attacked, or used their 3 hits. You can't block a serve.
5. A back row player may not hit a ball that is completely above the net while positioned on or in front of the 10' line.
6. Players must remain in proper serving order and not overlap their adjacent players at the moment of serve. Back row behind the front and middle between the outside players.
7. Each game a player/sub may enter only for the same position, starting counts as 1 time.
8. You may be on or over the center line as long as a part of the foot or hand is on or above the line. Knees are not allowed over the centerline.
9. The ceiling directly above a side is alive for that same side, but dead if it hits and goes over.
10. A jumpball signal means to re-serve or replay that point.
11. You may not ever touch the net. Hair is acceptable, but not uniforms.
12. You may not push, lift, carry, throw, or double hit the ball. It must be a single rebounding contact made with a body part above the waist. *Double hits are legal on S-R and spike receive.*
13. If teammates hit the ball simultaneously, either may replay it. If 2 opponents have simultaneous contact the team/player may play the ball on the side the ball falls.
14. Only the team captain and coach may talk to the official.
15. You must serve behind the end line, do not touch the line or enter the court until after contact.
16. Subs may tell the official their # and teammates # when subbing, *18 Subs, Libero doesn't count.*
17. A coin toss determines 1st and 3rd game servers. The team not serving the 1st game serves the 2nd game.
18. Rotation is clockwise after every side out.
19. The serve may touch the net. All volleys must pass inside the net antennas.
20. You may not interfere with the opponents under the net.
21. You may not screen or distract the opponents from seeing the server.
22. In rally scoring the opponent scores when a team commits a foul/infraction.
23. Points scored during an illegal substitution or rotation will be deducted from the team in error only if discovered before a side out and contact of serve.
24. If the receivers are in error of substitution or rotation, the serving team is awarded that point.
25. Unsportsmanlike conduct by anyone on the team or bench is point for the opponents. Unsportsmanlike conduct by a fan will be removal of that fan or forfeit by the team.
26. Double hits by a player are legal on all first hits.
27. You may not contact the ball twice in succession unless you blocked the ball or had simultaneous contact with another player.