

CO-ED VOLLEYBALL RULES



Community & Recreation Services
15960 N. Bullard Ave
Surprise, AZ 85374



Coed Volleyball Rules

Current National Federation (High School) Rules will govern play except for the modifications listed below. All rules are subject to change at the discretion of the Community and Recreation Services Staff.

- There are a maximum six (6) players per team on the court during a game. At no time can male players outnumber female players in the game.
- If a team plays with 5 players than 3 of those players must be female.
- **A team may play with no fewer than four (4) players.**
- Net Height-Eight (8) feet
- Matches will be the best two (2) out of three (3) games, played to twenty-five (25) by rally scoring. Game three (3) will only go to fifteen (15).
- If a team (at least 2 female and 2 either gender) is not there at game time, the first game of the set will be forfeited. After ten (10) minutes, the entire match will be forfeited.
- Players arriving after the game has started can enter the game at the next dead ball.
- **“Direct Substitutions” are not allowed, with an exception for an injured player. Any player that enters a game must stay in regular rotation while adhering to the gender ratio, until the conclusion of that game. It is at the team’s discretion to play some or all of their officially rostered players in each new game started.**
- There will be one (1) thirty (30) second timeout per team per game.
- The tournament will be single elimination. Teams will be seeded by the standings of the regular season. **A player must appear on the roster prior to game #5 to be eligible for tournament play.**
- When two teams are tied for a position in the final league standings, the team’s records against each other will determine standings. **If still tied, the team with the longest CURRENT Win streak will be awarded the higher seed.** If still tied, a coin flip will determine the top standing.
- Ball hitting on line is in bounds
- Ball hitting overhead obstacle or basket support is in bounds if hit on your own team’s side and if is not the third hit. However, if the ball hits the ceiling on your side on a hit and lands on the other team’s court, the ball is then out.
- Ball hitting net on serve is a live ball.
- Server must be behind line
- Server may serve under-hand or over-hand. **NO JUMP SERVES ALLOWED**
- Teams rotate clockwise upon receiving serve
- Contact with the ball must be a “clear” hit. No palming, lifting, pushing or carrying of the ball allowed. Any palming or pushing of the ball will be called a lift.
- Teams change courts and serve at end of each game.
- Ball may be contacted by any part of the body. Use of head, fist, and feet are permissible.

- Ball cannot be contacted twice in succession by the same player; however, simultaneous contacts by more than one player on same team are allowed and are considered as one play. Players participating in such simultaneous contact may participate in the next play.
- Simultaneous contact by players on opposing teams also permit players involved to participate in next play; however, if this results in ball being shortly held it is a double fault and played over.
- When players on opposing teams commit fouls simultaneously, it is a double foul and played over. Points are not scored on a double foul.
- Touching net at any time is a foul, except when a hard driven spike forces net into a player while he/she is on his/her side of the court. Any player that touches the net after spiking a ball, the play will be whistled and called a side out.
- A player may reach over the net while blocking or in follow-through of a hit ball, but cannot reach over net in attempt to intercept ball until opponent has completed attack. Thus, a spiked ball cannot be blocked until it has been hit.
- A player may step on the centerline but not on the floor in the opponents' court. Any part of a player's body may be in the air below the net and beyond the centerline if he/she does not interfere with opponents play by either touching ball or opponent.
- Three hits maximum each side; except when ball touches blockers hand(s) (three more hits are legal).
- A player cannot attack or block the ball directly off the serve.
- Unsportsmanlike conduct is at the judgement of the game official, and can be called for any reason the official deems necessary. Any unsportsmanlike conduct will result in a loss of point and side out for the first offense. The second offense from the same player will result in a loss of point and side out plus ejection from the game and facility. The game may not resume until the ejected player has left the facility. Any ejected player is automatically suspended from his/her team's next regular season or tournament match. Refusal to leave the facility in a reasonable amount of time (as determined by the official or City of Surprise on-duty staff) will result in the offending party's team forfeiture of the current match, and can result in additional suspensions for the involved player(s) and or team manager(s).
- Any "chatter" on court amongst or between teams must remain free of inappropriate language and non-aggressive. Taunting is not allowed and may be seen as unsportsmanlike conduct by the official.
- Decisions by the official and City of Surprise staff are final. No Protests of any kind.
 - Excessive protest will be considered "unsportsmanlike conduct".





CODE OF CONDUCT:

1. When registering your team, it is understood that you are participating in a RECREATION program. The intent of City of Surprise recreation leagues is for players to have fun and enjoy themselves. Participants are expected to demonstrate sportsmanship before, during and after all activities sponsored by the Surprise Community & Recreation Services Department.

Should an official feel that player(s) are demonstrating unsportsmanlike conduct or their conduct is detrimental to others around them, they will be penalized for their misconduct. At no time shall any player verbally or physically abuse a City of Surprise staff, which included the officials. An official at any time may require a player(s) to sit out a designated number of minutes. An official may call a Technical Foul on the player(s), or eject player(s) right away depending on their discretion.

2. The officials will penalize unsportsmanlike conduct by a player, coach, substitute or team spectator. If there is a flagrant conduct violation, the officials will penalize the team by removing the offending player(s) from the game, and they will be ejected from the gym. Any spectator or team follower may also be removed from the gym. Failure to comply with official's direction to leave the court or gym can result in forfeiture of the game. A player or team can also be dropped from the league if they become a consistent problem. Coaches and players will be responsible for their team followers (fans) and must make every effort to control them.

3. This Code of Conduct should be understood by all coaches/managers and players. It is the coach's responsibility to make sure that their players fully understand the consequences they will suffer if these rules are violated. When a player is listed on the roster, it will be understood that they will be informed, by the manager, of all rules and regulations as well as the Code of Conduct.

4. Players ejected from a game must leave the gym immediately. Any player ejected faces a two-game suspension. Additional action may also be taken, including but not limited to, probation or total suspension. The Community & Recreation Services Department reserves the right to determine the length of the probation and/or suspension. Each incident will be reviewed, and a decision on the length of the suspension will be made in a reasonable amount of time.

5. Profanity will not be tolerated (this includes casual profanity). Guilty parties are subject to a technical foul and possible ejection from the game.

6. All technical fouls will be counted as one of the five disqualifying fouls. Any player who receives their second direct technical foul during the game will be ejected. Any player who receives three direct technical fouls during a season will be suspended for the remainder of the season. Participants must control their actions at all times. Example of direct technical fouls includes misconduct, fighting, abusive language, rough play, etc. Examples of indirect technical fouls include not reporting to the table, not being on the line-up card, etc.