

SEVIERVILLE CO-ED VOLLEYBALL RULES

1. A game consists of 25 points. Must win the game by two points.
2. All playing members must wear matching shirts. Any type of shirt is acceptable if they are the same color. A two-week grace period will be given at the beginning of the season before this rule is enforced. It will be the responsibility of the other team captain to bring it to the attention of the referee that a player is not in uniform. At that time any player not in uniform will not be allowed to play in that match.
3. **The ball must be clearly hit.** This is one of the most important rules and is also one of the hardest to call by the referee.
The most frequent violations of handling are:
HOLDING: Visibly slowing the ball so that it does not leave the player's hands as rapidly as it hits them.
THROWING: This occurs when the ball is in such a position that the player must reach back over his/her head to hit and in doing so his/her hands stay with the ball causing a throwing action.
SCOOPING OR LIFTING: This occurs when trying to handle a low ball with an underhand pass. The two-hand dig pass usually handles a low ball. The hand re clasped and ball is played off the wrist.
4. Each team is allowed three hits to return the ball over the net. No player may hit the ball twice in succession. EXCEPTION: A block does not count as a hit, the person who blocked the ball may hit directly after blocking the ball.
5. CENTER LINE: While the ball is in play a player may not cross the center line under the net. They may step on the line but not completely over the line. Any part of the body, other than the foot, will be considered a center line violation.
6. All players, except the server, shall be within the team's playing area. Players shall be in correct serving order with no overlapping of the adjacent player's front to back or side to side at the instant the ball is contacted for serve. After the ball is contacted for serve, players may move to any position on the court.
7. SCREENING: Players on the serving team may not intentionally block the receiver's view of the server or path of the ball. Penalty: Side out.
8. A legal serve is hit with one hand (opened or closed) or any part of one arm to direct the ball into the opponent's area. The server will be behind the serve line and will have five seconds to serve the ball after the referee's signal. A served ball is illegal and becomes dead if it:
 - A. Touches the floor on the server's side of the net.

- B. Touches one of the server's teammates.
 - C. Passes under the net.
 - D. Crosses the net entirely outside the vertical tape markers or not entirely within the net antennas or lands out-of-bounds.
 - E. Touches the ceiling or any obstruction.
 - F. Is contacted by the server out of the serving area.
 - G. Is hit illegally.
 - H. Is swung at and missed.
9. Contacting the net or any part of it, including net supports, referee platform, or net antennas, while the ball is in play is prohibited unless the force of the ball by an opponent pushes the net or its supports into a player.
 10. Each team shall get two time-outs per game. Time-outs should not exceed 1 minute.
 11. In case of injury, the referee may call an official's one-minute time-out for the player to recover or for player removal.
 12. Only front-line players may spike. Back line players must observe the 10' line. A back-line player may not:
 - A. Return the serve, any part of which is higher than the top of the net while positioned.
 - B. Return the ball, while in the air, having left the floor on or in front of the spiking line. This again is considered out of bounds extension.

NOTE: ANY PLAYER IS CONSIDERED AS HAVING THE INTENTION TO BLOCK IF ANY PART OF THEIR BODY IS PLACED ABOVE THE HEIGHT OF THE NET IN A BLOCKING POSITION.

13. When a foreign object enters the court, action will be stopped, and the point is played over.
14. A blocker may reach across the net and touch the ball after the ball is spiked; but may NOT touch the net.
15. **SPIKE RULE:** A female may spike at any time other than off the serve. A male can spike if a female has touched the ball on any bump, set, spike or set spike situation. If ball comes over the net more times after the serve, it can be spiked immediately by a blocking defender.
16. **MALE/FEMALE RATIO:** The maximum number of men allowed on the court at one time is 3; there is no maximum number of women. Teams can have no more

- than 6 on the floor at one time. Teams also must have 4 players to start and/or continue a game. If only having 4 players, the team must have at least 2 women playing.
17. “BORROWING PLAYERS”: If a team has only four players, they may ask the opposing team captain or representative to allow their team to pick up an additional player. The opposing team has the right to deny this, if they wish. **NO TEAM WILL BE ALLOWED TO PICK UP MORE THAN ONE PLAYER.**
 18. **SUBSTITUTIONS:** Substitutions are permitted on a rotating basis only, unless there is an injury to a member of the team. Players may rotate into the game each time their team is awarded the ball on a side out, as a substitute for another player. The position players rotate into the game must be the same through out the game.
 19. There is no player eligibility requirement other that all players must be at least sixteen years of age. A player who is under the age of eighteen **MUST HAVE** a parent or guardian signature.
 20. If the ball hits the ceiling anytime it is considered in play. Unless it crosses the net after it hits the ceiling. Also, the basketball goals, nets, etc. and the walls are considered out of play. The result is the team who did not hit the ball into the object gets the serve.
 21. The curtain between the two courts will be closed. If the ball makes contact with the curtain a point will be awarded to the team not hitting the curtain.
 22. The return of serve can be a “bump” or “hand-set”.
 23. Blocking on a serve will not be allowed.
 24. When only one man is in the front court, another man may enter the front to block, set pass, or hit the ball over the net, however this player is **NOT** allowed to spike.
 25. Ball can be played off the foot only if foot remains on the floor. No direct kicking of the ball is allowed.

CITY OF SEVIERVILLE CO-ED TEAM RESPONSIBILITIES

The purpose of the Sevierville Co-Ed volleyball league is to provide recreation and fellowship, to promote sportsmanship, and to continually strive to improve the caliber of play of all members and teams in this league.

1. Be on time for all matches. Five minutes after game time is forfeit for the first game of the match. If the team is not ready to play within ten minutes after

scheduled starting time, then the second game is forfeited. Third game will be forfeited after twenty minutes.

2. All coaches, players, and team followers are expected to act with sportsmanship in mind. The coach is responsible for his/her team's conduct. Anyone who is acting in an unsportsmanlike manner towards the official, a player, a coach or any staff member of the Recreation Department will be asked to leave the facility. **Any one who is asked to leave will be automatically suspended for the next match.** If someone is asked to leave a second time they will be suspended for the remainder of the season. The Athletic Manager may suspend players or teams from league play if necessary.
3. Players must wear non-marking shoes.
4. No casts, braces, etc. may be worn on players' hands or forearm. All jewelry **MUST** be removed before playing.
5. Prior to the match there will be a coin toss to see who serves first. The other team will serve first in the second game. The team with the most points through the first two games serves the third game, if it is a tie, the team that served in game one serves.
6. All participants must be at least sixteen years. Participants who are under eighteen must have a parent or guardian sign for them. Participants cannot play for two different teams at any time in the same league. Participating in live ball situations is considered to have played. Eligibility protest must be made in writing to the league director within the next working day following the game in question with a \$200 protest fee.
7. Participants can change teams until the second game of the regular season. They must go through the Athletic Manager or league supervisor to do this. No players may be added following the roster due date or during league tournament. Must play in a one regular season match to be eligible for the post season tournament.
8. All teams are encouraged to acquire a line judge for each match. However, there will be no penalty for not having a line judge.