

Volleyball – Rules and Regulations

- The referee's ruling on a play is final
- The Al-Wahda Tournament Committee Officials reserve the right to modify these rules at anytime
- The Al-Wahda Tournament Committee Officials reserve the right to eject anyone, player or spectator, for inappropriate conduct

General Rules:

- Each team can have a maximum of 8 players. If a team has more than 8 players, the team must select 8 players to list on the line-up sheet prior to each game and only those players can play during that particular game. As long as the player is listed on the initial line-up sheet submitted before the start of play, the listed individual can join the rotation at any point during the game, but only prior to service being executed by a member of their own team. The player must enter at position number 6 (see diagram below)
- Teams will have a 5-minute grace period to present the minimum number of players for their allocated game. Failure to be present will be considered a forfeit and award an automatic win to the opponent, with a score of 25-0. A minimum of 4 players must be present on the court for the game to begin.
- The referee's decision is final and ALL players must respect the decision of the referee and the linesmen.
- During the game, all communication with the referee must be done through the Team Captain only.
- Score sheet must be completed and submitted by the referee

Facilities & Dimensions:

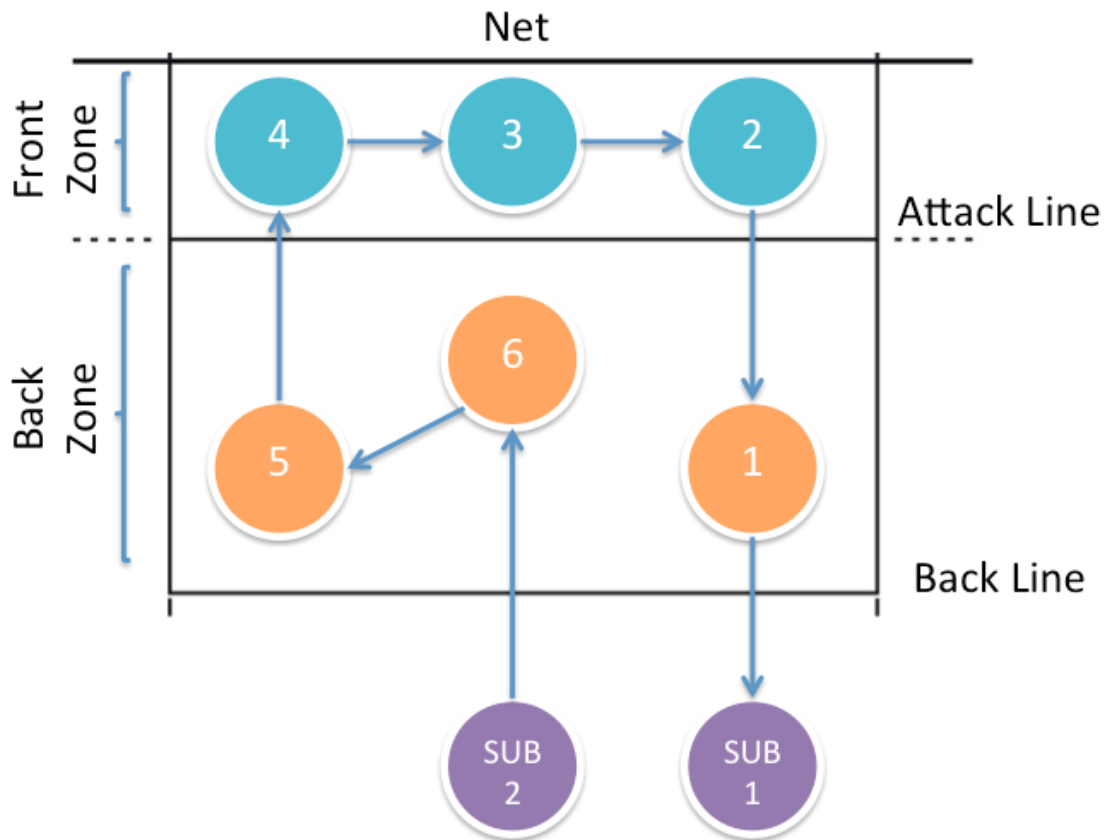
- All Volleyball games will be played at Vaughan Sportsplex II, located at 8301 Keele St, Concord, ON L4K 1Z6
- The playing court is a rectangle measuring 18 X 9 m, surrounded by a free zone that is 3 m wide on all sides.
- Net height will be 2.24 m, measuring from the top of the net.
- The tournament ball will be the Tachikara SV5WSC Sensi-Tec Volleyball

Structure:

- The referee will call the captain of both teams to conduct a coin toss. The winner of the toss chooses EITHER the right to serve or receive the service, OR the side of the court. The side losing the toss shall then exercise the remaining choice.
- The team's starting line-up indicates the rotational order of the players on the court. This order must be maintained throughout the set.
- The positions of the players are numbered as follows:
 - Front-row: 4 (front-left), 3 (front center), 2 (front-right)
 - Back-row: 5 (back-left), 6 (back-center), 1 (back-right)
- After the service hit, the players may move around and occupy any position on their court and free zone.

- When the receiving team has gained the right to serve after winning a point, its players rotate one position clockwise.
- Substitution will occur when the receiving team wins the rally, during which the substituting player will rotate into position #6, as long as a consistent rotational sequence is maintained throughout the game.

ROTATION SEQUENCE



Scoring:

- The Rally Point System will be in effect, where the winner of the rally scores a point and gains the serve.
- The first team to score 25 points with a minimum lead of 2 points wins the set.
- Play is continued until either a victory with a 2-point lead is achieved or when the 20-minute time limit is reached
- If a rally is in play when the time runs out, the rally will be completed and the score at the end of the rally will be recorded. A tied score will be recorded accordingly.
- All round robin games will be single set matches. The elimination round, including quarter-finals, semi-finals, and finals, will consist of best of 3 matches.
- 3 points will be awarded for a win, 1 point for a tie, and 0 points for a loss for each round robin game. In the Elimination Round if the score is tied at the end of

time, then one final rally will be played to determine the winner.

Playing the Ball:

- No player is permitted to complete an attack/hit on the opponent's service.
- In order for a backcourt player to complete a legal attack/spike, they must be behind the attacking line and make contact with the ball when it is lower than the top of the net. This ensures that backcourt players are not taking off while completing an attack hit.
- Each team must play within its own playing area and space. The ball may, however, be retrieved from beyond the free zone.
- The ball is "in" when it touches the floor of the playing court including the boundary lines.
- The ball is "out" when it touches an object outside the court, the ceiling, the wall, a person out of play, or crosses underneath the net.

Team hits

- The team is entitled to a maximum of 3 hits (excluding the block) for returning the ball.
 - Hits include intentional and unintentional contact with the ball.
 - A player may not hit the ball 2 times consecutively.
 - Two or three players may touch the ball simultaneously, but it is counted as two or three hits respectively (with the exception of blocking).

Characteristics of the hit:

- The ball may touch any part of the body.
- The ball may touch various parts of the body, provided that the contacts take place simultaneously.
- During game play, the ball cannot be caught and thrown or lifted with an open palm.

Serving:

- The first service of the first set will be executed by the team determined by the toss. The other sets will be started with the service of the team that did not serve first in the previous set.
- There is a maximum of 5 serves per player. After 5 serves have been completed, a clockwise rotation will take place.
- Service order:
 - After the first service in a set, the player to serve is determined as follows:
 - When the serving team wins the rally, the player who served before, serves again
 - When the receiving team wins the rally, it gains the right to serve and rotates before executing the serve.
- The service must be executed after the referee's signals
- An underhand or overhand serve can be performed.
- The ball shall be hit with one hand or any part of the arm after being tossed or

released from the hand. Only one toss or release of the ball is allowed. Failure to do so will result in the loss of service and with the allocation of a point to the opposing team.

- Contact with the ball must be made with both feet behind the service line or a warning will be given by the referee. Any subsequent service line fault by any member of the team will result in the opposing team gaining the service and a point.
- The server must release the ball within 8 seconds of the referee's whistle being blown.
- Individual or collective screening, which prevents the opponent from viewing the server or the flight path of the ball, is not permitted during a serve.

Blocking:

- Blocking is the action of players close to the net to intercept the ball coming from the opponent by reaching higher than the top of the net
- Only front-row players are permitted to complete a block
- In blocking, the player may place her hands and arms beyond the net provided that this action does not interfere with the opponent's play. It is not permitted to touch the ball beyond the net until an opponent has executed their play.
- A block contact is not counted as a team hit. A team is entitled to 3 hits to return the ball after the block contact.
- The first hit after a block may be executed by any player, including the one who touched the ball during the block.
- Blocking an opponent's service is not permitted.

Contact with the Net:

- Contact with the net by a player between the antennae, during the action of playing the ball, is a fault. The action of playing the ball includes take-off, hit (or attempt) and landing safely, ready for a new action. Any player close to the ball as it is played, and who is herself trying to play it, is considered in the action of playing the ball, even if no contact is made with it.
 - Players may touch the post, ropes, or any other object outside the antennae, including the net itself, provided that it does not interfere with the play.
 - For a service or during a rally, the ball may touch the net while crossing it
 - A ball driven into the net during play may be recovered within the limits of the three team hits
 - After an attack hit, a player is permitted to pass her hand beyond the net, provided that the contact has been made within her own playing space.
 - It is permitted to penetrate into the opponent's space under the net, provided that this does not interfere with the opponent's play.
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- The following will result in a fault being called at the net:
 - A player touches the ball or an opponent in the opponent's space before or during the opponent's attack hit.

- A player interferes with play by (amongst others):
 - Touching the net between the antennae or the antenna itself during his/her action of playing the ball,
 - Using the net between the antennae as a support or stabilizing aid
 - Creating an unfair advantage over the opponent by touching the net
 - Making actions which hinder an opponent's legitimate attempt to play the ball
- Catching / holding on to the net