

WOMEN'S VOLLEYBALL RULES & REGULATIONS

GENERAL

- The referee's ruling on a play is final.
- The Al-Wahda Tournament Committee Officials reserve the right to modify these rules at any time.
- The Al-Wahda Tournament Committee Officials reserve the right to eject anyone, player or spectator, for inappropriate conduct.
- The Al-Wahda Festival has a zero-tolerance drug and alcohol policy for all participants and guests.

GAME FORMAT

- Tournament rules can be modified any time by officials due to certain circumstances.
- Each team must consist of 6 player maximum on the court at a time and 8 players maximum in a team
- Referee`s judgment is final on all calls, if disputation then tournament officials will be called.
- Each team will be given a 5 minute grace period before starting, if not on time the team will suffer a loss of 25-0
- The game may start if there is a minimum of 4 players on the court.
- If a team chooses not to have a player substitute in, it must stay that way until the end of the game

STRUCTURE

- Each round robin games will consist of one game to 25 or to 15 minutes
- A win is provided if the score is by a difference of 2 or more
- A team will be awarded 2 points for a win and 0 for a loss.
- The game will begin with a coin toss by the referee; the winning team can then chose side or serve.
- The starting lineup that a team begins with must be followed through the entire set. Fail to do so will result in a loss of point.

- When the serve is gained back the team rotates clockwise moving the server out and the substitute player into the back middle position.
- In a set, a point is gained when the team wins a rally, regardless of if the team had service right or not.
- All playoff games will be a best of 3 game to 25.
- When time is up, the whistle will be blown ending the game. In the event that there is a tie when time is up the rally will continue until win my two is obeyed.
- Due to time constraints or any other extenuating circumstances, the coordinators are allowed to modify the tournament structure

DIMENSIONS

A. Ball Contact

- Each team will have a maximum of three hits per rally on their side.
- A player may not consecutively hit the ball more the once, the ball may not touch their body more than once (intentional or unintentional)
- Contact of the ball is allowed with any part of a player`s body provided it is not a catch, throw or lift.
- A ball may be recovered after hitting the net provided the player does not cross the boundary and stay`s in their 3 three hit limit.
- A team is allowed to hit 3 hits post to a block.

B. Boundaries

- If the ball lands inside or on the lines of the court it is considered in.
- If the ball touches, even slightly, the ceiling or any walls it is considered out.
- A player may only cross to the other side of the court if they do not interfere with the game play.

C. Blocking

- Only front court players are allowed to go out for a block.
- The ball may contact two player`s hands when a block is being made.
- When two opposing teams go up for a block wherever the ball lands is where the call will be made
- No contact with a player and the net is allowed to happen on a block.

D. The Net

- The ball may touch the net at any point in time; call will be made from where it lands.
- No player is allowed to make any contact with the net at any point in time, in doing so the point will be lost.

- A player's hand is allowed to cross the net on a hit provided it does not interfere with the opposing team's play.

SERVING

- A player can serve overhand or under hand.
- The server must wait until the referee gives the signal to serve, after that they have 8 seconds or the point will be given to the opposing team.
- The serving team has the right to cover their server provided they do not move their body in any way.
- Each server has unlimited serves until the point is given to the opposing team.
- When possession is gained back, the next server will serve.
- Due to small boundaries, there will be a one-foot step-in provided. Whether the step-in is too big or not will be decided by the linesmen or referee.
- Once contact is made with the server and the ball, the game has started and may not be played again.
- The ball may touch the net and go over.
- After the ball has made contact with the serving player, any players from both teams are allowed to change positions on the court.
- A back-court and front-court player may not switch position because a back-court player cannot jump over the attack line.
- On a serve, the opposing team may not hit the ball (spike), kick or use their head, any other form is allowed.

REFEREEING

- Team captains will be responsible for providing a referee and 2-4 linesmen for specific games, all captains (or acting referees) must have an extensive knowledge of all rules.
- To avoid any dispute, please ensure all referees and linesmen are fully attentive throughout the entire game.