

Fairfax Sportsplex Volleyball Rules

The Fairfax Sportsplex uses modified USAV rules. The exceptions to the USAV rules are listed below.

Playing Area: USAV rules (1.4.2) require a minimum serving area of 6'6". However, courts 1-3 do not have sufficient service area. The Sportsplex has not provided a special service line on the court for the players. Instead, players are allowed to step on the back line, but *not over it* when serving. This rule was put into effect when the Sportsplex built the indoor hockey court. This rule does not apply to court 4. In the case when there are no antennas, the poles are used. The ball must pass *between* the poles. If any part of the ball passes over a pole, it is out. The poles are outside of the playing area on court 4 so referees will try to call in and out based on the court lines. On courts 1-3, when the ball is heading for one of the side nets, the person playing the ball may move the net to play the ball. If the ball contacts the net or another player moves the net, the ball is dead. If the ball goes beyond the side net where it is open, the ball is dead. A player may legally keep the ball in play and go beyond the side net as long as that player does not enter the adjacent court.

Safety: The Sportsplex is committed to player safety. With that in mind, players are asked to roll the ball under the net on dead balls. Throwing it over, or kicking or whipping it under, can catch an opponent unaware and hit that person. Also, USAV rules (5.3.1) forbid players from wearing hats or jewelry. The Sportsplex would prefer that players not wear earrings other than studs and keep necklaces tucked in in order to ensure your personal safety. To ensure the safety of others, players should remove hats, heavy rings and/or rings with stones, watches, and bracelets. Casts, cell phones, and beepers are prohibited. Finally, if any player bleeds during play, play **MUST** be stopped immediately and cannot resume until the player is either cleaned up or removed from the court, and all blood has been cleaned.

Definition of a Match/Forfeiture of Games: During regular season play, each match consists of three games to 25 points. Rally scoring is used, teams must win by two points, and there is no cap on the games. However, each match is timed at 55 minutes. In some cases, games take much longer than expected to be completed. The referee must allow for a minimum of five (5) minutes for the third game, in which case the referee may impose a cap on the second game. If time becomes an issue, the team who is ahead at the end of game time will win the third game even if they are only ahead by one point. If the two teams are tied at game time, the next point will determine the winner. The scheduled match time is the time listed on the schedule. If a team does not have enough players to start at the scheduled start time, that team will forfeit game one at this time (USAV rule (9.1.2 commentary). Game two will be forfeited after 10 minutes and game three after 20 minutes from the scheduled start time. (See playing with five)

Warm Up Period/Game Ball: Each match starts on the hour and lasts for 55 minutes. That allows for a minimum warm up period of five (5) minutes. If the teams request additional warm up time, the referee may grant that, but the requested time will come out of the match time. The game ball should be chosen with agreement from both teams. However, if the two teams cannot agree, the referee will choose the ball.

Time Outs/Replays: Each team is entitled to two (2) 30-second time outs per game. The captain must signal or call for time out before the referee signals for service. If the captain calls after the referees whistle, the time out will be denied and play will continue. No player has the right to end play unless someone is injured or there is a ball on the court. Replays will be called for any stoppage of play that is sanctioned by the referee.

Definition of Coed/Coed Play Rule: Coed teams consist of three men and three women. The players must be arranged on the court with the genders alternating. At no time can any coed team play with four women and two men—even if one woman is designated as a man. Under some circumstances where BOTH teams agree, this might be done at the C level only. In coed, whenever there is more than one contact on a side, a woman must contact the ball. The block is not considered a contact.

Playing with Five: According to USAV rules (9.1.1) a team is comprised of at least six players. USAV declares a team incomplete and therefore not eligible for play with fewer than six players. However, for recreational play the Sportsplex allows teams to play with five players. A team with fewer than five players constitutes an incomplete team. Men's and women's teams start with "the hole" in middle back. The hole does not rotate and there is no loss of service. In coed, "the hole" starts at middle back, it rotates through the positions, and there is a loss of service when "the hole" is due to serve. Under some circumstances when both teams cannot field a team, the teams may agree to play game one with the players they have. The missing players may be added as the game progresses and each team must agree to accept the outcome. After game one is complete, the captains and referee will confer to determine if game two should be forfeited if one or both teams still do not have a complete team or if the teams are agreeable to continuing. Both teams must agree!! (See substitutions and coed blocking for other rules concerning playing with five.)

Substitutions: Players with more than six players have three options. 1) They may rotate their players in through service. They may not skip a player or that player may not re-enter the game. Teams may not rotate around the setters; 2) They may do a one-for-one substitution (i.e. player A may replace player B, then player B replace player A in the same game—see the referee for clarification.); or 3) The extra player(s) may choose to sit out a game. When a team is playing with five and the sixth player arrives, there are different rules that apply to coed versus men's and women's. In coed, the captain should request a substitution and the player enters the game where "the hole" is. In men's and women's, a player may only enter the game once the team has rotated back to *its original line up*. The player will then enter at the middle back position. This is done because in men's and women's there is no loss of service.

Blocking in Coed: In coed, when there are two women on the front line, a team may bring a man up to the front row to block **ONLY**. This player may not put the ball over the net in anyway except as a block while *any part of the ball is above the plane of the net*. Bumping or rolling the ball over the net when the ball is below the plane of the net is acceptable. Teams may not exchange one man for another when there are two men on the front row. Nor, can they exchange a shorter woman for a taller woman to block at any time in coed. When a team is playing with two men only and the hole is one of two men on the front row, the team may not bring the other man up to block. That would be on par with switching men or having three men on the front row.

Discipline: The referee will issue warnings to players who are aggressive or who argue excessively with the referee. A warning is verbal. If the player continues with the offensive behavior, the referee will issue a yellow card, resulting in a point to the opposing team and loss of service. If this behavior continues, a red card will be issued which ejects that player from the game. Physical violence will result in management intervention and possible long-term ejection from the facility.