



## Adult Volleyball League Rules (6v6)

### League Format

- Social league (6 week season)
- Teams play one night a week identified in the division level
- Teams must have a minimum of six (6) rostered players
- Ranking:
  - Overall Record (win/loss)
  - Set Win %
  - Point Differential
  - Head-to-Head Record

### COED Division Rules:

- Two female players must be on the court at all times.
- Each team must field at least 2 females in order to play 6.
  - If a team only has 1 female, they must play with 5 players. The opponents with 2 females will still be allowed to play with 6 players.
  - If a team cannot field 1 female on the court, they must forfeit the match.
- A team is allowed to have more females than males on the court at any time.

### Match Rules:

- Games will be played 6v6.
- Players must have a colored wristband to play in a match. Anyone found playing in a match that is not on the current roster will end in a forfeit for the team.
- Games are played in the best of three sets. The first two sets are played to 25, win by 2 points. The third set, if needed, is played to 15, win by 2 points.
- Each team is guaranteed at least 4:00 minutes to warm-up before every match, immediately following the conclusion of the last match. Each team is guaranteed 2:00 minutes of rest between sets
- The ball is allowed to touch any part of the body (kicking is allowed).
- No lifts, carries, or double contacts are allowed and will result in a point for the other team.
- A ball may be played off the ceiling if it is still on your side of the court. You may not play off the wall/curtains.
- If attacking the ball from the back one, you must stay under the plane of the net or jump from behind the 10-foot line.
- You have three (3) contacts to get the ball over the net.

### Serving:

- The serve can take place anywhere along the end line, but the server cannot step into the court until the ball has been served.
- The server must make contact with the ball with only one hand.
- Jump serves are permitted.
- Net serves are allowed in games, which means if the ball hits the net on a serve and goes over, play it. If the ball does not clear the net after contacting it, it is a fault.

### Contact with Ball:

- You can play the ball with any part of your body below your shoulders, but be mindful of double contact which will result in a fault.
- You can play the ball off the net as long as it's not on a serve!
- Blocking or spiking on a serve is illegal.



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- The ball must be contacted cleanly with the heel or palm of the hand, locked fingertips or the back of your hand. Lifting the ball with your full hand (or two hands) and redirecting the ball with your fingers are illegal and can be called against you.
- If the ball leaves the court on your team's side, it is still playable but must remain with your three hits.

#### **The Net:**

- The ball may touch the net, including the service.
- A blocker may touch the ball beyond the net, provided that this does not interfere with the play before or during the opponent's attack hit.
- Contact with the net is permitted provided it does not interfere with the play. If it interferes with the play a net call can be made and the team not at fault will get the ball.
- Contact with the opponent's court with a foot is permitted, provided it is not excessive and does not interfere with the play.
- When the ball is driven into the net and causes it to touch an opponent, no fault is committed.

#### **Rotations:**

- A team must keep the same rotation throughout the game. It is your team's choice where you will rotate in/out but you must keep consistent circular rotation. While the ball is in play you can play other positions but you must reset after each play.
- Substitutions for a specific player are not allowed, except in the event of an injury where the player must leave the court.

#### **Officials:**

Games will be self-officiated, as this is a social league first. Teams will make their own calls and work together to resolve any disagreements. If a consensus on a call can not be reached, then a replay of the serve may be appropriate. Edge Staff will be present to keep score, and if making a call, their authority stands.

#### **Playoffs:**

- Once the regular season has concluded, teams will be seeded based on the above determining factors
- Single Elimination tournament for postseason play.
- The winning team members will receive a championship T-shirt and photo on our wall of champions!

#### **Forfeits:**

- If a team does not show for their game, the result will be a 0-2 loss on the losing team's record and a 2-0 win on the winning team's record.
- If there are not at least five players on the court at the scheduled start time, the team has up to 10 minutes after the scheduled game time to wait for the team to show.
  - If after those 10 minutes a team still cannot play, the opponent will earn the forfeit win 2-0.
- If a player enters the game without a wristband and is found to not be on the team's current roster, the match will be stopped immediately, and it will result in a forfeit
- The team that does show up still has permission to use the field for the remainder of their scheduled game time.



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#### **Player's Equipment:**

- Teams must wear jerseys that are the same color. Team jerseys are highly recommended when playing.
- Players are allowed to play in tennis shoes of any type.
- Horizons Edge will provide balls (1 game ball, 2 additional per team for warm-up).
- NO JEWELRY is allowed to be worn during games except flat wedding bands and medical/alert bracelets, necklaces, anklets.
- No hard casts are allowed in games.
- No hats with bills on-field players (keeper may wear a referee approved head covering if desired, like a bandana or ball cap).