

BREWTOWN RECREATION:

WOMEN'S VOLLEYBALL RULES

ROSTER RULES

- A Team consists of 6 players
 - ✓ Teams will be allowed to play with a minimum of 4 players
- The roster limit is 12 players
- All players MUST be listed on your online roster
- **In order to be eligible for league tournaments, all players must play at least 1 game in the regular season**

MATCH SCORING

- Teams will play 1 match per week (*consisting of a 3 game series*)
- Games will be played to 25 points (*win by 2 or first to 29*)
- The team that wins 2 out of 3 games wins the match. All 3 games count towards the standings
- All matches will be rally scoring (*points will be awarded to either the serving or receiving team*)
- (1) Timeout is allowed per game

LEAGUE SUPERVISOR

- The League Supervisor will be present for all matches and responsible for the following:
 - ✓ Court & Equipment Setup
 - ✓ Awarding Game MVP's
 - ✓ Rule Enforcement for specific matches (*if applicable*)

TEAM HITS

- Teams are entitled to three hits (*in addition to blocking*) for returns
- A ball may touch any part of the body. The ball is still in play if it rebounds off a player's foot
 - A player may not hit the ball two times consecutively except when fielding the ball from a spike or serve and must be one single motion. (i.e. double hit)
- The ball can make contact with the net during the 3-hit cycle
- The ball is LIVE if it touches the ceiling on your own side, otherwise it's dead
- The ball is LIVE if it touches the backboard on the main court, it's dead if it hits the side backboards

BREWTOWN MONEY BALL

- Teams will be allowed to use a MoneyBall once per game; however, **the server must be female**
- The female server must call out "Moneyball" prior to her serve
- SERVE WON = 3 points
- SERVE FAULT = - 1 point (i.e. serve goes out of bounds or into the net)

FAULTS / SIDE OUTS

- The volleyball hits outside of the boundaries
- A player contacts any part of the net between the antennas while in the act of playing the ball
- A team hits the ball four times
- A player hitting the ball two times consecutively (does not apply to a block to a hit by the same player)
- A player touches the ball or an opponent in the opponent's space before or during the opponents hit

- A carry, lift or throw
- Not using a female on one of the three hits, unless the volleyball goes over on first hit
- An illegal rotation occurs
- A player steps over the center line underneath the net

SERVICE

- Servers must always be positioned behind the end line prior to contacting the ball. The entire width of the court is available to the server
- A foot on the line at the time the ball is contacted is a foot fault violation and will result in loss of serve and a point for the opposing team
- Players may not attack or block a serve.
- A serviced ball may hit *(or make contact with)* the net on the way over to the opposing team's court side

BLOCKING

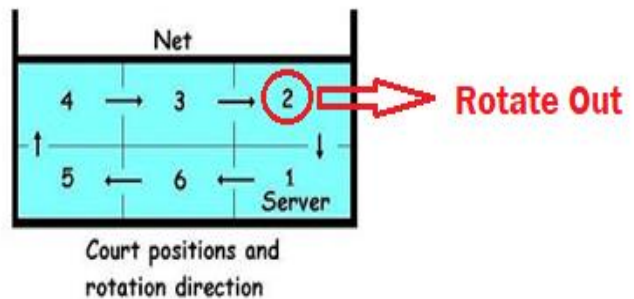
- A player may block any ball that will cross the net.
- A block is any hit that is both off an opposing player's attack and makes contact with the ball above the plane of the net. A block contact is not counted as a team hit, and a team is entitled to three hits to return the ball
- The first hit after the block may be executed by any player, including the one who blocked the ball

ATTACKING

- Only players that are positioned on the front line may attack. Players from the back court must be behind the ten-foot line before attacking
- When attacking a ball, the player cannot cross over onto the opponent's side of the net

ROTATION

- Teams should rotate clockwise after every side out
- After each set, teams will switch sides



SUBSTITUTIONS

- Continuous rotations will be used for substitutions
- The live player should rotate out AFTER playing in the 2 position
- If using subs, the team is committed to the continuous rotation for the entire game

FORFEIT RULE

- If your team has to forfeit, please respect the league and notify us **24 hrs prior to your game time**
- Last minute forfeits will be charged a **\$60 fine**. This fine must be paid PRIOR to playing next scheduled game

LEAGUE REMINDERS

- Team Captains are responsible for controlling the behavior of their teams
- Coupons will be rewarded for MVPs and Team Shutout (win a match, 3-0).