

Sussex Bowl Volleyball Rules (version: 05/10/2021)

Facility

1. Children are allowed at Sussex Bowl, but must be **SUPERVISED AND PROTECTED at all times.** Our volleyball facility is for adult recreation and is not intended for young spectators. Children not able to protect themselves from a hard-hit volleyball must have an attentive adult present to provide protection. Children can not be running around next to games being played. Children must stay at least 10 feet from the volleyball courts. If children are disruptive or unsupervised, the 1st offense will be a warning, subsequent violations will result in forfeit of match. This is a safety issue, we do not want any accidents to happen. Children need to be picked up after, to ensure no toys or other debris have been left behind. Please be advised some facilities do not allow children at all.
2. Sussex Bowl asks that customers help us keep our facilities clean by not littering in the volleyball area or outside. Please clean up after yourself to help keep volleyball fees to a minimum.
3. We expect good sportsmanship at all times on the courts and off. Let's have fun and make this an enjoyable and competitive league for all who participate!

General

1. Playing without a referee is considered 'call your own' faults. Players should not call the faults of the opponents. Most players know when they, or a teammate, have committed a foul that would have been called by a referee. Sussex Bowl strongly encourages a mature adult environment where games are played fair and fun.
2. Position night format: 1st place team will play 2nd place team, 3rd place team will play 4th place team, and so on. Season record will be discarded and the team winning the position night match, (best of 3 games) will take the better position being played for. Any season record ties will be broken by the following order: head to head win/loss, season 3-0 record, coin toss.
3. No one under 18 permitted to play unless accompanied by a parent to every single match. Both must have identification on them.
4. Should there be cancellations due to bad weather, a maximum of one night will be made up.
5. Paid Leagues Only! Teams winning all three games of a match, are awarded a \$10 voucher for Sussex Bowl food or beverage. To claim this reward, the team must report their team name, and opponents name to a bartender on duty.
6. Game ball: Sussex Bowl volleyball to be used (unless BOTH teams agree otherwise).

Teams

1. 6-Person league: teams must play with a minimum of 4 players.
4-Person league: teams can play with 2 to 4 players.
2. Co-ed league: Teams can **never have more male players than female players** on the court. Any team seen playing with more guys than girls should be marked as **FORFEIT** by any other team on the score sheet. This rule is not subject to approval by the opposing team, and in the interest of fairness must be complied with.
3. 6-Person league: a team playing with less than 6 players must still rotate positions, and can not have more than 3 'front row' players.
4-Person league: players are free to start in any position and play without any 'back row' restrictions. The order of person serving must be rotated and maintained throughout the game.
4. A team not having the minimum number of players 10 minutes after game time forfeits the 1st game.
5. A team not having the minimum number of players 15 minutes after game time forfeits the match.
6. Substitutions are allowed only in the middle back position when the team has won the serve. An injured player can be substituted for in any position.

Game format

1. Scoring format is 'rally scoring'. One point is rewarded on each volley (even a side out).

2. Match play will consist of 3 games played to 25. A game must be won with a 2 point advantage (unless the time-slot has ended), up to a maximum cap of 28 points.
3. Time Limit: The match **must end** at the end of the time-slot. If score is tied, 1 tie-breaker point will be played. Exception: the last time slot of the evening will play to the normal end of game.
4. First serve for the first game will be determined by rock-paper-scissors. The winner will decide their choice of serve or side. Serve and side will be reversed in second game, and reversed again for the third game.
5. One time out may be called per team per game, lasting a maximum of 60 seconds.

Player position, rotation

1. At the moment of serve, each team must be within it's own court except the server.
2. At the moment of serve, the center player may not be as near the right sideline as the right player nor as near the left as the left player. No back row player may be as near the net as the corresponding front row player. The server is exempt from these restrictions, but may not cross the end line until after the serve.
3. After the moment of serve, players may move from their respective positions.
4. When a team gains the right to serve the team players must rotate one position clockwise.
5. If a position fault occurs, the faulting team loses the serve or the point and players return to the correct position.
6. The server must be a 'back row' player.
7. A 'back row' player is not allowed to 'switch' and attack from the 'front row'. (This applies only to CO-ED rules)

Playing the ball

1. A team is allowed 3 contacts to return the ball in-bounds to the opposite side of the net. A block does not count as one of the three hits.
2. Co-ed leagues: If more than one contact is made on one side (other than a block), a female must contact the ball. A female contacting the ball during a block does not count as a female contact.
3. 'Let serve' is allowed. A serve going over the net is allowed to contact the net.
4. Setting the serve is allowed **ONLY** when the set is clean and not a double-hit. A bumped serve must be a clean bump.
5. Players may serve from anywhere behind the serving line, as long as the ball is served within the side boundary extensions. If the server's foot touches, or crosses over or under the back boundary line during the serve, it will be considered a foot fault.
6. The server (or team mate) must announce the score of the game before each serve loud enough for both teams to hear the score.
7. The server must wait for the receiving team to be ready.
8. Jump serving is allowed. A serve must be an obvious clean hit to the ball.
9. Attacking the serve is not allowed. A front row player leaving their feet on the serve to attempt to spike or block the serve is attacking the serve. When a serve is returned with one hit, the ball must have an upward trajectory before it crosses the plane of the net.
10. Double hits must be called. A player may not contact the ball on 2 consecutive contacts, except for blocks, and hard-driven serves & spikes.
11. For a legal two handed bump, the hands **MUST** be together. One-handed bumps and digs are allowed. The ball may not be lifted, thrown or carried with an open hand(s).
12. Sets must be simultaneous contact of both hands, directed finger setting is allowed.
13. Any ball that is intentionally set into the opponent's court must be contacted with two hands above the shoulders, and set directly forward or backward in relation to the player's body. An exception is allowed if an errant set intended for a team mate drifts over the net.
14. Underhanded setting is illegal. Jump setting is allowed.
15. Directional tipping is allowed as long as the player does not change the direction of the ball more than once. Below shoulder – open handed redirection, or pushing of the ball, is a fault.

16. If the ball comes to a visible rest on any part of the person's body, it is considered a lift/carry.
17. The ball may be contacted with any part of the body, including below the waist and leg or foot hits.
18. You can not reach across the net (break the plane) except for blocking an attack hit. Interference with the attack hit is not allowed. Any third hit, or hit that will clearly cross the net is considered an attack hit.
19. A player may NOT cross the plane of the net to retrieve or spike a ball that was previously contacted by his/her team.
20. A spiked ball that does not break the plane, but has been touched or blocked by the blocking team can be played by the spiking team regardless of whether the net was involved with stopping the ball. The blocking player is encouraged to immediately announce 'touched'.
21. A player may cross underneath the net, unless he/she makes bodily contact with a player on the opposing team and/or interferes with the opportunity of the opposing to play the ball.
22. Anytime a player contacts the net (clothing included), it will result in a fault. Anytime the ball hits the net, forcing it to touch a player, it will be considered incidental contact and not a fault.
23. A player must stay completely out of an adjacent court, even if the adjacent court is empty.
24. Back row players can not spike at the net, unless both feet are in contact with the ground. A Back row player can leave his/her feet for a spike as long as they jump from behind the ten foot line. It is the duty of team mates to ensure the jump is from behind the line.
25. Back row players may not block at the net, unless both feet are in contact with the ground.
26. If the ball hits the line, it is good (if the line moves, the ball is in).
27. If a ball contacts the ceiling or any equipment hanging from the ceiling, regardless of whether the ball has been redirected, play can continue provided the ball is **NOT** crossing the net to the opposing team. Overhead heaters, fans and lights are considered hanging from ceiling.
28. The fence, side net, and net poles, are out of bounds.
29. A ball contacting the top or bottom net support cable beyond the end of the net is out of bounds.
30. A ball crossing to the opposite side of the net must pass between the poles (or imaginary extension of the poles).
31. Anytime a ball enters the court from another court, play will be immediately stopped by calling 'ball-on' (ball on the court). Extra caution is urged to stop a spike during a ball-on, so as not to drive the ball at a distracted player or come down and step on a stray ball. The volley will be replayed after the court has been cleared.

Forfeits, Replays, Disputes

1. Matches: League play must start on time at the scheduled time for that league.
2. If a team knows that it is going to be forfeiting any match play, that team should contact Sussex Bowl at 262-246-6808 as far in advance as possible.
3. It is the discretion of the opposing team to accept a request to reschedule a match.
4. Any questionable play will result in a replay. We are playing on the honor system.
5. Only team captains may discuss a call or illegal hit. All discussions will be civil and regard only the ruling in question. Profanities and insults are not allowed.