



## 5<sup>th</sup> Annual Summer Volleyball League

**Current National Federation (High School) Rules will govern play except for the modifications listed below. All rules are subject to change at the discretion of the Sonny's Place Staff.**

### **I. General**

- Teams are allowed maximum (5) players on the court during games.
- A team may play with no fewer than (4) players.
- Net Height-Eight (8) feet.
- Matches will be the best two out of three (2/3) games played to twenty-one using rally point scoring. Game three will only go to fifteen points; must win by two.
- Championship match will be best three out of five (3/5).
- If a team is not ready to play within fifteen minutes of scheduled game time, the first game of the set will be forfeited. After ten (10) minutes, the entire match will be forfeited.
- Substitutions may be made anytime the ball is not in play, but must stay in rotation.
- Players MUST rotate through all (5) positions on the court. If players are scrambled during play, the team must make conscious efforts to return the players back to their original positions.
- There will be one (1) thirty (30) second timeout per team per game.
- Any unsportsmanlike conduct will result in a loss of point and side out for the first offense. The second offense will result in removal of the game and facility. These calls are made at the discretion of Sonny's Employees.
- Teams will govern themselves during play, any discrepancies on points, or illegal touches, teams will be expected to re-play the point.

### **II. Clarification of Select Rules**

- Ball hitting on line is in bounds
- Ball hitting net on serve is a live ball.
- Server must be behind line
- Servers are allowed one "let" upon there first serve of the rotation.



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- Teams rotate clockwise upon receiving serve
  - Contact with the ball must be a “clear” hit. No palming, lifting, pushing or carrying of the ball allowed. Any palming or pushing of the ball will be called a lift.
  - Teams change courts and serve at end of each game.
  - Ball may be contacted by any part of the body. Use of head, fist, and feet are permissible.
  - Ball cannot be contacted twice in succession by the same player; however, simultaneous contacts by more than one player on same team are allowed and are considered as one play. Players participating in such simultaneous contact may participate in the next play.
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- Simultaneous contact by players on opposing teams also permit players involved to participate in next play; however, if this results in ball being shortly held it is a double fault and played over.
  - When players on opposing teams commit fouls simultaneously, it is a double foul and played over. Points are not scored on a double foul.
  - Touching net at any time is a foul, except when a hard driven spike forces net into a player while he/she is on his/her side of the court. Any player that touches the net after spiking a ball, the play will be called a side out.
  - A player may reach over the net while blocking or in follow-through of a hit ball, but cannot reach over net in attempt to intercept ball until opponent has completed attack. Thus, a spiked ball cannot be blocked until it has been hit.
  - A player may step on the centerline but not on the floor in the opponents’ court. Any part of a player’s body may be in the air below the net and beyond the centerline if he/she does not interfere with opponents play by either touching ball or opponent.
  - Three hits maximum each side; except when ball touches blockers hand(s) (three more hits are legal).
  - A player cannot attack or block the ball directly off the serve.
  - A player rotating off the front row must wait three rotations before returning to the front row.
  - A player can not touch the net or go under the net.



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### III. Sportsmanship

- The mission of the Sonny's place staff is to provide a recreational environment for the community that is safe and enjoyable. While the game atmosphere is often competitive, ensuring participant safety, providing a fun, social atmosphere, and promoting sportsmanlike behavior among participants, spectators, and team followers are our primary concerns. The game atmosphere should remain good-natured at all times. Participants shall maintain good sportsmanship throughout their participation in all facets of the recreational grounds.