

# Summer Women's 4 v 4 Volleyball Rules 2023

## League Rules

1. Teams will officiate their own games. The honor call system will be used. If for some reason this method fails to work, team managers will decide an alternative system.
2. All games will be conducted under the United States Volleyball Association (USVBA) rules, unless otherwise noted with an \*.
3. Maximum of twelve (12) persons on team roster.
4. Players must be at least High School age. Players cannot participate on a high school volleyball team and a recreational team during the same season. This is a violation of WHSAA regulations.
5. **Match play is limited to 50 minutes. The team leading at the end of that time period is declared the winner.**
6. The height of the net shall be 2.24 m (7'4 1/8"). This is official women's net height.
7. Team uniforms are not required.
8. A player must play a minimum of two games during the regular season to be eligible to play in the tournament.
9. Due to safety concerns for the children and patrons, children must remain seated in the bleachers and be supervised by a non-participating adult at all times if not in the Nursery. Supervisors must be capable of keeping the children out of harms way and out of the playing area. Children 8 years old and older may be in the spectator area without an accompanying supervisor, but will be expected to remain seated at all times.
10. No current college volleyball players will be allowed to be on a B-League Roster.
11. League will use rally scoring for all three games. All 3 games will be to 25 points.
12. There is no minimum number of players to play a game, but a team cannot have more than four players on the court at once.
13. If a team is not ready to play **10 minutes** after the designated start time, they must forfeit their first set. The 2<sup>nd</sup> set may be played as usual. If the team that forfeited the first set loses the 2<sup>nd</sup> set, the match is over and a win is awarded to the team that was on time for the first set.

## Game Rules

1. Double Fault - A double fault occurs when players of opposing teams simultaneously commit faults. In such cases, a play-over will be called.
2. Deadball - A ball in play becomes dead when:
  - a. The ball touches an antenna or the net, cables, or post outside an antenna.
  - b. The ball does not cross the net completely between the antennas.
  - c. The ball strikes the floor, floor obstructions, or wall.
  - d. The ball contacts the ceiling or overhead object.
  - \*e. A ball that hits the basketball backboard by the team on that side of the court **may** be played by that team.
  - f. A player(s) commits a fault.
  - g. The ball passes fully beyond the vertical plane under the net.
  - h. The ball passes fully beyond the vertical plane of the net outside the antennas.
3. Serve -
  - a. One service tossing error is permitted for each service.
  - \*b. A player may take one step on the court when serving due to the limited end-line space on the gym floor.
4. Simultaneous Contact -
  - a. The ball can contact any number of parts of the body, providing such contacts are

- simultaneous and the ball rebounds immediately and cleanly after such contact.
  - b. If the ball is contacted simultaneously by opponents and does not come to rest, play shall continue. After simultaneous contacts by opponents, the team receiving the ball is entitled to another three hits.
  - c. After simultaneous contact by opponents, if the ball lands outside a boundary line, the team on the opposite side shall be deemed as having provided the impetus necessary to cause the ball to land out of bounds.
  - d. When two or more teammates touch the ball simultaneously, it is counted as one contact, and any player may play the ball next if the simultaneous contact is not the third team contact.
- 5. Attack Hit - an attack hit is all actions directing the ball toward the opponent except a serve or block.
  - a. If a player near the net attacks the ball in such a manner that the ball is blocked back into the attacking player, such contact is considered to be a first team hit.
  - b. A player is not allowed to attack the ball on the opponent's side of the net. If the ball is hit above the attacker's side of the net and then the follow through causes the attacker's hand and arm to cross the net without contacting an opponent or the net, such action does not constitute a fault.
  - c. A back row player who is on or forward of the attack line must contact the ball when part of the ball is below the level of the top of the net when returning the ball to the opponent's team area. The restriction does not apply if the back line player's foot contact was behind the attack line. After contacting the ball, the player may land on or in front of the attack line.
  - d. It is illegal for a player to attack a served ball while the ball is completely above the height of the net.
- 6. 9.2 CHARACTERISTICS OF THE HIT
  - 9.2.1 The ball may touch any part of the body.
  - 9.2.2 The ball must not be caught and/or thrown. It can rebound in any direction.
  - 9.2.3 The ball may touch various parts of the body, provided that the contacts take place simultaneously.
    - Exceptions:
      - 9.2.3.1 at blocking, consecutive contacts may be made by one or more player(s) provided that the contacts occur during one action;
      - 9.2.3.2 at the first hit of the team, the ball may contact various parts of the body consecutively provided that the contacts occur during one action.

(Excerpt from the 2013-2015 Domestic Competition Regulations as presented by USA Volleyball)
- 7. Blocking - the action that deflects the ball coming from the opponent by a player(s) close to the net reaching higher than the net. An attempt to block does not constitute a block unless the ball is contacted during the effort.
  - a. Only front-row players are allowed to block.
  - b. A block contact is not counted as a team hit.
  - c. In blocking, a player may place hands and arms beyond the net, inside the antennas, provided this action does not interfere with the opponent's play. A player is not allowed to touch the ball beyond the net until the opponent has executed an attack hit.
  - d. It is illegal to block the opponent's serve.
- 8. Team and Player Faults - A fault shall be declared against a team or player when:
  - a. The ball touches the floor

- b. The ball is held, thrown, or pushed.
- c. A team hits the ball more than three times consecutively.
- d. A player touches the ball twice consecutively.
- e. Members of a team are out of position at service.
- f. A player touches the net or antennas.
- g. A player completely crosses the center line and contacts the opponent's team court.
- h. A player enters an adjacent court or sidelines to play the ball.
- i. A player enters a non-playing area to play the ball.
- j. A player attacks the ball above the opponent's court.
- k. A back row player on or forward of the attack line contacts the ball while it is entirely above the height of the net into the opponent's court.
- l. A ball does not cross the net entirely between the antennas.
- m. A ball lands outside the court or touches an object outside the court.
- n. A player reaches under the net and touches the ball or an opponent while the ball is being played by the opponents.
- o. The ball is played by a player being assisted by a teammate as a means of support.
- p. Blocking is performed in an illegal manner.
- q. A ball is illegally served or a service fault occurs.
- r. Setting the ball when receiving a serve **is** allowed.
- s. A player blocks the opponent's serve.