

## **FORCE EASTLAKE LEAGUE RULES:**

**Force Eastlake plays by USA Volleyball Rules. The rules on this sheet are basic rules that are most likely to come up. If you have any additional rules questions, please contact the head official.**

**1.** No fighting or extensive arguing with the official or another player. This will result in:

a. Official Stepping Down and Forfeiture of Game

**2.** Minimum of 2 females per team of 6.

a. If your team only has 1 female, you can only play with 3 males.

b. If your team has no female, you cannot play and must forfeit the match.

**3.** You will play 2 Games to 21 and one game to 15 (Rally Scoring) win by 2 with a cap of 23 & 18 (regular season only).

a. Playoffs – preliminary rounds: 21, 21, 15 (if necessary) with no cap

b. Playoffs – Semis & Finals: Match play (best of 3, all to 21) with no cap

**4.** Each team receives ONE Timeout per match. They do not carry over match to match if unused.

**5.** Official game ball is the Molten Flistatec volleyball. Each court will have 6 game balls to use for warm ups and in-game. If both teams agree to a different ball, they are welcome to play with it.

**6.** Net: You cannot contact any part of the net. It is a loss of point if any part of your body touches any part of the net.

**7.** Center Line: If any part of your body crosses the center line it will result in the other teams point. Your foot landing on the center line or "Shadow Rule" is legal.

**8.** If the ball hits the net on the serve, it is still playable.

**9.** Kicking the ball is legal. You do not have to have your foot planted on the ground.

**10.** Pursuit/other courts

- a. You are allowed to chase down a ball that is hit outside of the antenna if you do not step onto your opponents' side and if you bring the ball back into play from outside the antenna.
- b. You are allowed to play a ball all the way up to another court. If you step onto another court before during, or after you contact the ball, it is a dead ball and point for the opposing team. The exception is if there is no scheduled game on an adjoining court. If a team is warming up or in between games or matches that counts as a scheduled game.

**11.** Lift

- a. If a ball is caught or thrown it is a lift.
- i. Examples: A player scoops a ball from below their waist, pulls it from behind their head, or it "sticks" in their hands or to their body for too long.
- ii. A ball must come to a "top" in order to be a lift, rolling down a players arms is not a lift
- b. This is at the official's discretion. Typically, a lift will be called regardless of level of play.

**12.** Double contact

- a. Setting: If the ball is contacted by the hands at different times, it is considered a "double contact" which is illegal. Double contacts will be called differently based on level of play and official's judgment.
- b. You can double contact any 1st ball over (including the serve) this also means multiple contacts on the body as long as it is one continuous motion.

**13.** Service Order: Since there are no score keepers/down refs to keep track of rotation, mistakes in service order are handled differently than USAV rules. If it is found that a team served out of rotation (server served twice or wrong server from front row), the consequence will depend on how quickly it is caught:

- a. Replay of point if noticed after one point.
- b. Play continues as normal after multiple points.

**14. In-game substitutions:**

- a. Libero/DS: Follow all USAV rules regarding a libero but treat the libero as a defensive specialist (i.e.- they can attack from the back row or enter the front row to set a front row player)
- b. Extra players: If a team is rotating in an additional player or players, they must enter at the same position (typically the serving position or when entering the front row)

**15. Sub Rules**

- a. Regular Season: You are allowed to sub for another team as long as you are subbing to a higher division or staying within your division. You are not able to sub for a team that is playing a lower level than your team on that night.
- i. Example: Bill is a full time player in the Wednesday BB 4's league. He can sub in the BB league or the A league on Wednesday. He can't sub on a team below the BB division for Wednesday's.
- b. Playoffs: For absolutely no reason will a regular roster player be able to sub for another team (during that same night) in the playoffs regardless of the division. You can't play for 2 teams in the same league in the playoffs even if you are subbing up to a higher division.
- i. Example: Kelly is a sub and plays on an UB playoff team the 1st week (of playoffs). Her team loses the 1st week. She can't come back the 2nd week and sub on another Wednesday team that is still playing. You must commit to ONE team for playoffs.
- c. Multiple Leagues: Some nights we have multiple leagues (2s, 4s, 6s) and players are allowed to play for a team in each league
- i. Example: Joe plays on Monday nights in both the Revco 4s and the Coed 6s. This is allowed if the game times allow it.

**16. Prizes**

- a. The winning team of playoffs will receive custom-designed Force champion's t-shirts. The team with the best record during the regular season receives the 1st seed making their path to the championship easier.

**4s Specific Rules:**

- 17. You cannot hand set a ball over the net (even if you are square to the net)**
- a. If you hand set a hard driven hit or serve and it goes over the net; that is legal. It must be unintentional and the original hit must be hard drive (a roll shot does not count). This call is ultimately up to the discretion of the official.

**18.** You cannot open hand tip or throw the ball over the net. You must punch, knuckle, or "roll" the ball.

**19.** There is no "back row". Any player may attack the ball above the plane of the net from anywhere.

**20.** There is no rotation rule. A player can play the same position the entire match. You must follow a service rotation order though.

**21.** You ARE ALLOWED to directional block.

### **REVCO Specific Rules**

**22.** Male Players:

a. Can not jump serve at any time

b. Guys are always back row players. This means that if he is in front of the 10ft line (unless he jumped from behind it), the ball cannot go over the net if he contacts the ball (entirely) above the plane of the net. Even if his feet are on the ground. The ref has the best vantage point for this so you need to trust their judgment.

i. In general, this means guys can't hit in the front row, but it also applies to a guy that is setting. If the pass is too tight, the setter either needs to try to "save it" and keep it on their side with a legal move (i.e.-A really difficult jump set, a knuckle or a fist), stay on the ground and wait for the ball to come below (just a part of it) the plane of the net to contact it over, or just let it go over and take your chances.

c. Males are allowed to attack balls when jumping from behind the 10ft line

d. Follow all other 4s rules

### **6s Specific Rules:**

**23.** Back Row Attacks. As a back row player:

a. You cannot attack/block a ball at the net. It is considered a block/attack if the entire ball is above the net when contacted.

b. You cannot attack a ball above the plane of the net if you jump from in front of or on the "10 f line". Obviously, in sand we don't have a "10 f line" so teams must use their discretion as to what is or isn't a back row attack. Replay any points that are in dispute.