

# INDOOR 4 v 4 VOLLEYBALL RULES 2023

## Player Eligibility

- All players must be 18 or older to be eligible to play.
- Teams are allowed up to 8 players with a minimum of 4 players.
- All players must wear closed-toed shoes.
- All players must be checked in every evening prior to playing.

## Guest Passes

- Each team will receive 6 total guest passes for the entire season (including playoffs).
- Guests will be required to sign a waiver at the check-in table before playing.
- No new guest can play in the playoffs. If the guest player played in a regular season game, then they can use a guest pass and play in the playoffs.
- There is no limit on guest passes per game, just the quota of 6 total on the season.

## Officials

- All games will be self-refereed.
- If there is a discrepancy over a call, the point in question must be replayed.

## Game Format

- Matches will consist of best-of-three game series (25, 25, 15).
- Games will be rally scored.
- All games will use a win-by-two format.
- Each team will be granted one one-minute timeout per set.
- Request for timeouts must occur during dead balls.
- You may not adjust your rotation during a timeout. You may only do so between sets.
- Each team must record their own score on the scoreboard after each point they win.
- At the end of the game, the score must be reported to Kurt or Chuck by the captains of both teams.

## Start of Play

- Rock/Paper/Scissors or odds/evens will be used to determine who will serve first. The winner of Rock/Paper/Scissors will choose whether they would like to serve or receive the ball first. The loser gets to choose which side they would like to start on.
- The losing team of Rock/Paper/Scissors will serve first in the second set.
- If the match goes to a third set, teams will play Rock/Paper/Scissors again to see who will serve first.

## Play

- Four players per team are allowed on the court at a time.
- A minimum of three players is necessary to begin and continue play.

- Each team is allowed a maximum of three successive contacts on the ball in order to return the ball to the opponent's side.
- Blocks do not count as a contact.
- Blocking or attacking a serve is illegal. If a player is in front of the designated line when receiving the ball, they may not hit a ball overhand (with either one hand or two) back across the net on the first contact.
- Serves that hit the net are in play.
- All passes must be clearly contacted, not thrown or lifted.
- The ball must pass between the boundary lines.
- If two players contact the ball simultaneously, it counts as one hit. Either player may play the ball again, if necessary.
- It is legal to contact the ball with any part of the body as long as the ball rebounds immediately and does not "come to rest" against the body.
- A player may play the ball twice during a volley, but not twice in succession unless played directly off of a legal block.
- Blocking a setter as they are setting is illegal.
- No part of a player's body may go under the net or the other team will receive the point for that rally.
- A ball striking the ceiling or an overhead object may be played on your own side. If the ball hit the ceiling or an overhead object and goes directly over to the other side, it will automatically be the receiving team's point. If A ball contacts the wall, it is considered dead. If there is a discrepancy over whether it hit the wall or ceiling, and this proves to play a factor in the point, replay the point.
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### **The Serve**

- A legal serve is contact with the ball over the net to initiate play.
- If the ball touches the net as it is going over, the ball is still playable.
- A serve may be completed anywhere along the end line.
- A foot fault occurs when a player steps on the end line before making contact.

### **Rotation/Substitutions**

- Teams must rotate clockwise after receiving the serve. Exception for first point-break.
- Teams must substitute on every rotation if they have substitutes available. The substitute coming into the game must serve.
- The player who is the server or in the position of the server if receiving may not attack a ball in front of the designated line. They may, however, pass the ball over the net from in front of the line.
- Positional switching is allowed only after the serve, and players must remain in their rotational order.
- In the event of an injury, teams may sub for an injured participant during the dead ball.
- Teams playing with less than 4 must wait until a dead ball situation for additional players to enter into the game. (Example: A team is starting the game with three players and their fourth

team member arrives after the game has started. The player must wait until a dead ball situation to enter the game.)

**Other**

- There will be no cursing on or off the courts. If heard, we will grant one warning and the next offense would cause for immediate expulsion from that match. A second offense would lead to suspension from that match and the next. A third offense would be dismissal from the league.
- No alcohol allowed.
- No smoking allowed.