

Hutchinson Recreation Commission

Adult Volleyball Rules

*Current KSHAA Rules will govern all Games, except when in conflict with one of the following:

Revised January 2016



1. For first and third game of a match, the choice of serve or playing area shall be decided by a coin toss by the referee, between the designated captain of each team.
2. **Rally scoring** will be used in all leagues, which means every service results in a point. If the serving team wins the rally, it receives a point and continues to serve. If the receiving team wins the rally, it receives a point and the ball for service. The first two games will be played to 25 points and the team must win by two points. The third game will still be played to 25 points, but with a 27-point cap.
3. Leagues will play all 3 games per match with all games won counting towards league standings.
4. After the serve, the players may take any position on their side of the court. However, the backcourt player may not spike or block the ball. (Exception: see Coed section)
5. If for any reason the teams are reduced to less than six players, the game may be continued. If you start with less than six players and additional players arrive late, they may enter the game at the first dead ball. You may begin to rotate players in at the beginning of the next game. A team must have 4 players to avoid a forfeit.
6. A team must be on the court and ready to play at the designated time. If the team is not ready to play at the designated time, it shall lose the first game. If the team is not ready to play 15 minutes after the scheduled starting time, they shall lose the second and third game.
7. Any team that forfeits 3 successive matches will be dropped from the league without a refund.
8. All decisions of the official on matters of judgement are final and not subject to protest. Protests will only be allowed on matters of player eligibility.
9. Net height may vary from location to location.
10. Teams that win a league will be moved up a level if they have more than 3 players returning from that first place team.
11. If a team that is in contention to win the league throws or forfeits a match to avoid moving up in the league, those losses will be counted as wins and the team will be moved up one level.
12. Only clean, non-marking shoes may be worn in the gyms.

Time Factors-

1. HRC will provide a scoreboard with time clock. This clock will be the official timer for each match. The clock will run continuously unless a time-out is called during the last two minutes of the match. Then the clock will stop for the 30-second time out. Once the ball is served the clock will re-start.
2. Time between games of a match shall not exceed one minute.
3. Time-outs shall not exceed 30 seconds.
4. Two time-outs are allowed each team per game and may be taken consecutively.
5. Time-out for injury shall not exceed two minutes. This does not count as one of the two time-outs allowed.
6. When time elapses while the ball is still in play, the game is not over until the ball is dead.
7. League matches will be limited to 45 minutes unless otherwise noted. If the time expires during the game, the team with a one-point advantage will be declared the winner. If the game is tied at the end of the time limit, the team that scores the next point will be declared the winner of that game.
8. If time has expired before the third game of the match has started, the game will be started in sudden death and the first team to score a point will win. Starting times of following matches will be adjusted accordingly.

Substitutions-

1. If a team intends to use extra players during any game, the captain must declare that intent to the official prior to the start of that game. They must also indicate at that time, the position those extra players will rotate into. You do not have to rotate players into the game. You may start and finish the game with the same players, but if you wish to rotate you must tell the referee before each game.
2. After each game has begun and a team has declared their intent to use extras, each time that a team rotates, an extra must rotate in at the position indicated prior to the beginning of the game. In Coed leagues the extra that rotates in must replace a player of the same sex. If there is only one extra and it is a man, then an extra will rotate in on every other time his team rotates.
3. If a team starts the game rotating extras into the game, they must continue to do so the entire game, unless a player is injured and unable to return to the game.
4. If a team does not indicate that it will rotate prior to the game, then that team will not be allowed to use extra (s).
5. A substitute may enter at any position when replacing an injured player. Etc.

Eligibility-

1. For teams to eligible, all registration fees must be paid by the registration deadline and all rosters must be turned in with correct names, addresses and signatures before playing your first game.
2. Individuals who are currently playing college or varsity high school volleyball are ineligible to play in HRC leagues. However when their season ends, they may play in HRC Competitive leagues (They may play down as part of the two competitive players who are allowed on an Intermediate A-I team). Players who are playing JV high school volleyball may participate in the women's intermediate leagues.
3. Additions to the roster may be made until the 5th game of league play. After the 5th game, no additions to the rosters may be made. All players' names must be on the roster to participate.
4. Protests on player eligibility, a legible copy of the protest, must be submitted to the Supt. of Athletics by 5:00 p.m. the day following the protested game. All decisions by the recreation commission on protests will be final.
5. Players must be at least 16 years of age to participate.
6. Women's Competitive league players may play down on a Women's Intermediate A-I team but there is a limit of two competitive players per team.
7. There is no limit to the number of competitive players who can play on a team in the Coed Competitive/Intermediate volleyball league. (Friday Night League)
8. Coed Competitive League players may not play in the Coed B Leagues.

Special Information-

1. When a player is removed from a game for any reason other than for injury, he or she has 2 minutes to leave the gym and may not play their team's next league match.
2. Any player who strikes another player or official will be permanently disqualified from all HRC sponsored activities.
3. Any player who purposely causes injury to another player during play will be barred from further participation in league play.
4. If a player is asked to leave the floor or gym by a referee and refuses to do so, the matter will be referred to the team manager. If the manager does not effect the removal of the player immediately, the offending team will forfeit the game and the match. The offending team also faces the possibility of forfeiting all remaining matches.

Coed 6- Rules-

1. Serving order and position on the floor shall be alternating male & female.
2. A female must hit a ball that is hit more than one time before it's returned to the opponent's court.
3. When there is only one male player in the front line position, one backcourt player may block.
4. Teams may have more men than women on the court at one time but no more than 3 men at one time. (Example; 3 men/2 women, 3-men/1 woman).
5. *Teams may have more women than men on the court at one time but no more than 4 women at one time. (Example; 4 women/2 men, 4 women/1 man)*
6. If a player is injured during play and a player of the same sex is available, the substitute may take the injured players' place. The player may re-enter the game later if the injury allows them to come back and play that night.
7. Special rule of the Coed Competitive/Intermediate League: The Ghost Player rule will apply in this league. If for any reason a team is reduced to 5 players. Whenever the spot in the rotation for that missing player comes up to serve it is an automatic side out and point. This rule applies only if team is short a female player. This rule does not apply if a team has only 4 players.

Coed 4- Rules-

1. Teams must have a minimum of 3 players present to start or continue a game. If for any reason, a team is reduced to less than 3 players, a forfeit will be declared.
2. If you start a game with less than 4 players and additional players arrive late, they can enter the game at the next dead ball.
3. Double hits: Double hits are legal off the hard-driven ball. No double hits off of anything other than a hard-driven ball.
4. Net Violation/Interference: It doesn't matter if the ball is down; it is a violation to touch the net. It is not considered interference if you go under the net unless you interfere with play.
5. Setting Over the Net: When placing the ball over the net with the hands, the direction of the ball with relation to the body does not matter, as long as it is not held or doubled.
6. Open hand tips: Are not allowed.
7. Jousts above the net: There is no held ball in fours. Ball goes to the fittest.
8. Antennas: There are no antennas in fours.
9. Setting: Sets are critiqued as normal indoor volleyball.
10. Blocking: You may have 3 contacts after the block in fours.
11. Defense: The ball can hit and be played off any part of the body. Counts as a contact.
12. Rotation: There is no rotation in fours, except for service.
13. A woman does not have to hit the ball before it is returned over the net.

Doubles Rules-

1. No fingertip dinking!
2. The block does count as a hit. The blocker may contact the ball again, which counts as the second hit. The third hit must go over the net. Only 3 hits are allowed.
3. Players may not block or spike the serve.
4. On a "hard driven" spike, a double contact off the receiver is allowed.
5. Players may serve from any position behind the back boundary line.
6. Players may not change the direction of the ball from which facing, when shoot-setting the ball to the opponent.
7. Rotating positions on the court is not mandatory.
8. Players may cross the centerline as long as it does not interfere with the opposing players.

Sand Volleyball-

1. Footwear: players may wear turf shoes with small flexible cleats, which aren't to exceed ¼ inch in length.
2. Conduct: A verbal warning is given to a player for committing a minor offense, with a point/sideout penalty awarded for each successive offense.
3. Changing sides of court: Teams change sides of the court when the first team reaches 10 points and again at 20 points for these 25 point rally scoring games.
4. Ball crossing the net: Net antennas are not used, however the ball must cross the net or net-support cables clearly inside the support posts.
5. Service Location: For six-player competition, the serve must be made from anywhere between the service marks. For competition involving fewer players the service may be made from any point beyond the endline between the imaginary extension of the boundary line.
6. Service Order: Each player must serve in turn in accordance with the service order established during the first round, if a player is discovered to be out of playing order, then it will be a side out and loss of points.
7. Multiple Contacts: A player may have multiple contacts with the ball only during blocking or during an attempt to play a hard driven ball that is hit from above the height of the net. Serves are not considered hard driven balls.
8. Power tips: When dinking (power tipping), the ball must be cleanly hit. Open-hand placement or redirecting the ball is prohibited.
9. Ball contact on blocking: When blocking a hard driven ball, a blocker may momentarily freeze the ball. If opposing players cause the ball to come to rest above the net, it is not a fault and play continues.
10. Crossing the centerline: A player may cross the centerline below the net provided there is no interference with the opponents.