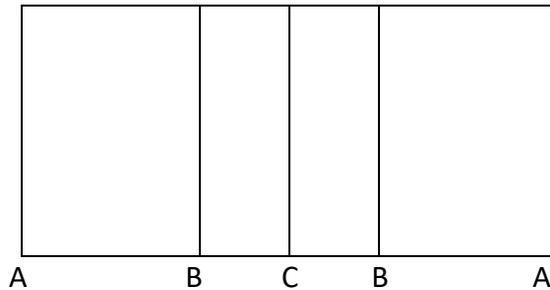


Volleyball Rules



The Court:



- A. End line
- B. 10-foot line (3-meter line)
- C. Net - Height:
Women – 7' 6 1/8"
Men – 7' 11 5/8"
- D. The court is 29' 6" wide by 59" long divided by the net at center court.

Game Basics:

1. There are 6 players on the court at any one time for each team – 3 in the front row and 3 in the back.
2. There is a maximum of three hits per side.
3. Players may not hit the ball twice in succession (a block is not considered a hit).
4. The ball may be played off the net during a volley and on a serve when the ball strikes the net and goes over.
5. A ball touching a boundary line is good.
6. It is legal (OK) to contact the ball with any part of a player's body.
7. It is illegal if the ball comes to rest on a player's body (catch, hold or throw).
8. If two or more players contact the ball simultaneously, it is considered one play and the players involved may not participate in the next play.
9. A player may not attack or block a serve in front or on the 10' line.
10. Switching positions will be allowed only between front line players and only after the ball has been served.

The Serve:

1. The server must serve and remain behind the end line until after contact with the ball has been made.
2. The ball may be served overhand or underhand.
3. The ball must be clearly visible to the opponents before the serve.
4. A served ball must go over the net unassisted by another player or a bounce. No redoes.
5. A served ball that touches the top of the net and drops into the opponent's court is fair and playable.
6. A serve must be returned by a bump or overhead pass. No blocking or attacking the serve in front of the 10' line.

Scoring:

1. Rally scoring will be used.
2. A point is awarded on every serve (dead ball) for the winning team of the rally.
3. Games will be played to 25 points and a team must win by 2 points.

Rotation:

1. Teams will rotate each time they win a point where they also regain possession of the serve (side out).
2. Players shall rotate in a clockwise manner.
3. If there are more than 6 players on each side, players will rotate into the server position, and out to the wait line at the right front position.

Basic Violations:

1. When serving stepping on or over the line before contact of the ball has been made.
2. Failure to serve the ball over the net and inbounds successfully.
3. Hitting the ball illegally (carrying, throwing, double touch, lifting etc.). Ball may not come to rest on any part of your body.
4. Touching the net while making a play on the ball.
 - Your body may touch the net if it does not interfere with your opponent's play on the ball or you create an advantage for you or team.
 - If the ball is driven into the net with such force that it causes the net to contact an opposing player, no foul will be called, and the ball shall continue to be in play.
5. Reaching over the net. The ball when coming from the opponent's court must first break the vertical plane of the net before you may touch the ball. You may follow through after a spike or while blocking only after the opponent contacts the ball and you do not interfere with the opponents play on the ball.
6. Crossing the court center line with any part of your body is a violation. Exception: a foot or hand must completely cross the center line to warrant a foul and/or you interfere with opponent's play on the ball.
7. Failure to serve in the correct order.
8. A backrow player making a play above the net when in front of the 10' line. This includes blocking and attacking (spiking) the ball. Simply put, no jumping.
9. Attacking or blocking a serve (front row should receive a serve with a bump or set).

Vocabulary:

1. Ace: When the ball is served to the other team and no one touches it.
2. Side out: When the serving team makes a foul, causing the serve to go to the other team.
3. Roof: When a player jumps above the height of the net, blocks the ball and the ball goes back at the person who attacked (spike) the ball.
4. Dig: When a player makes a save from a very difficult spike.
5. Kill: When a team spikes the ball and the other team is unable to return it.

St. Joseph School ground rules:

1. There will be a five serve limit per server and then the serving team must rotate and bring up the next server.
2. On a serve, if the ball hits the ceiling and goes over and in, it will be replayed.
3. During play if the ball hits the ceiling and goes over it will be called out.
4. During play if the ball hits the ceiling and stays on the offense side the ball is fair and must be played.