

# RiverPlex Volleyball League Rules



All matches are 50 minutes in length, 3 games to 25 points. If time runs out, the first team to lead by 2 will be declared the winner.

The RiverPlex Volleyball Leagues follow USAV except for the following House Rules:

Coed teams should have at least 2 women on their rosters.

However, to avoid forfeits we will allow teams to play with less than 2 women as long as there are never more than 4 men on the court at one time\*. Forfeiting teams may lose priority status for the next session.

\*If a team has only one woman and four men on the court, the **Ghost Rule** applies. This means that **they must forfeit their serve every 6th rotation**. The Ghost rule only applies to teams with four men and one woman; it does not apply to three men and one woman.

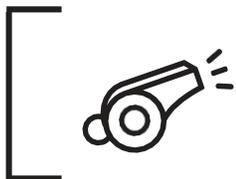


**SUB**

Subs are eligible from any division except those above yours, as long as there is no advantage gained with the sub joining your team. That can be a tough call to make – please ask if you are unsure! Exception - If a team has less than 6 on their roster, open spots may only be filled with players in a lower division.

**OUT OF BOUNDS** - The overhead track & the big puffy pipe are out of bounds. Everything else over 15 feet is playable on your side of the net.

**HONOR CALLS** - Teams and players in this league have always made honor calls to assist the referees. We call our own net violations, mishandled sets, lifts, throws, etc. Please make every effort help the referee make the right call.



Our officials do their best to call a fair game. Please note that anything considered disrespectful to other players or the referee may be subject to penalty, or ejection. We don't want that, so please be nice!

**Following are a few USAV Rules that players sometimes find confusing.**

**USAV Rules can be found online at:**

[http://www.jvaonline.org/assets/2017\\_2019\\_USAV\\_Indoor\\_RuleBook.pdf](http://www.jvaonline.org/assets/2017_2019_USAV_Indoor_RuleBook.pdf)

**CHARACTERISTICS OF THE CONTACT** - The ball can contact any number of body parts down to, and including the foot, providing such contacts are simultaneous and the ball rebounds immediately and cleanly after such contact.

**SIMULTANEOUS CONTACTS** - When two non-blocking teammates touch the ball simultaneously, it is considered one contact, and any player may make the next contact.

When two blocking teammates touch the ball simultaneously, it is not counted as a contact, and any player may make the next contact.

When two opponents simultaneously and instantaneously contact the ball over the net, and the ball remains in play, the team receiving the ball is entitled to another three hits. If such a ball lands "out", it is the fault of the team on the opposite side of the net from where the ball lands.

**HELD BALL** - The ball must be contacted cleanly and not held, lifted, pushed, caught, carried or thrown. The ball cannot roll or come to rest on any part of a player's body. It can rebound in any direction.

**OUT OF ROTATION** - At the moment the ball is hit by the server, each team member must be positioned within its own court in the rotational order (USAV rule #7). In other words, players cannot change their positions until the ball is contacted by the server (vs during the toss).



**HAND SETS** - A contact of the ball using the fingers of one or two hands to direct the ball toward a teammate is a set. The ball must come into contact with both hands simultaneously and leave both hands simultaneously to avoid a double hit call. Rotation of the ball after the set **may indicate** a held ball or multiple contacts during the set **but in itself is not a fault.**

# BLOCKING



**BLOCKING FAULTS** - If the blocker touches the ball in the OPPONENT'S space either before or simultaneously with the opponent's attack hit... it is a fault.

**BLOCKING WITHIN THE OPPONENT'S SPACE** - In blocking, the player may place his/her hands and arms beyond the net, provided that this action does not interfere with the opponent's play. Thus, it is not permitted to touch the ball beyond the net until an opponent has executed an attack hit\*\*.

**BLOCKING THE BALL BEYOND THE NET ABOVE THE OPPONENT'S TEAM AREA SHALL BE PERMITTED, PROVIDED:**

- a. the block is made after the opponents have hit the ball in such a manner that the ball would, in the referee's judgment, clearly cross the net if not touched by a player, and no member of the attacking team is in a position to make a play on the ball.
- b. the ball is falling near the net, and no member of the attacking team could, in the referee's judgment, make a play on the ball.
- c. the opponent has exhausted their 3rd allowable hit.



# HITTING

**\*\*Attack Hit - any actions to direct the ball toward the opponent, except for service and block.**

An attack hit is completed at the moment the ball completely crosses the vertical plane of the net or is touched by an opponent.

During an attack hit, tipping is permitted only if the ball is cleanly hit, and **not caught or thrown.**

**A back-row player** may also complete an attack hit from the front zone, if at the moment of the contact a part of the ball is lower than the top of the net.

**No player is permitted to complete an attack hit or a block on the opponent's service,** when the ball is in the front zone and entirely higher than the top of the net.

**ASSISTED HIT** - Within the playing area, a player is not permitted to take support from a teammate or any structure/object in order to hit the ball. However, a player who is about to commit a fault (touch the net or cross the center line, etc.) may be stopped or held back by a teammate.