

WOMEN'S UNOFFICIATED VOLLEYBALL PLAYING RULES

1. Rosters will be unlimited. However, players are eligible to play on only one team. This includes playing on a team in the other division. Any player reported to have played on more than one team will become ineligible to play on any team.
2. All matches will consist of four games. All games will be played to fifteen (15) points. A team which has at least a two (2) point advantage and has scored at least fifteen points will be declared the winner. If one team does not have a lead of at least two points, the game will continue until one team achieves a two point lead.
3. **Time Limit** - A match will be declared complete one hour and five minutes after the actual starting time. If the fourth game is not complete, it will be allowed to continue until a team has a two point advantage. **If time expires during the third game of a match, the game shall be awarded to the team which is ahead by two points or more at the expiration of playing time. In this situation, the fourth game will be played first to seven (7) points.**
4. **Timeouts** – Due to the short timeframe for matches, timeouts are not allowed. Courtesy time will be granted for individuals needing to adjust/tie equipment such as clothing and shoes, or in the case of an injury.
5. **Forfeits** - A forfeit will be declared at the scheduled match time if a team has less than 4 players ready to play. A team with 4 players will be allowed 5 minutes for a 5th player before a forfeit is declared. If a team has at least 5 players the match will start at the scheduled match time.
6. **Coin Toss** - For the first game of the match, one of the managers of the two teams shall call the toss of a coin. The winner takes the choice of serve or playing areas. For subsequent games, teams shall change playing areas at the end of each game and alternate serving first. The managers should settle any disagreements.
7. **Server** - The server shall serve from within the serving area (right back position) and shall not touch the lines bounding the area or the floor outside this area at the instant the ball is contacted when hit for the serve. Part of the server's body may be in the air over or beyond these lines. **Overhand serving is allowed in the spiking league. In the non-spiking league, No overhand serving is allowed unless both managers agree before the match to waive the rule.**
8. At the instant the ball is contacted for the serve, the back line players must be behind (no matter how little) their corresponding front line player. It is a fault if a back line player is the same distance from the net as the corresponding front line player. A player whose position is center in either line must not be as close to the sideline as the respective right or left player of that same line at the instant the ball is contacted for serve. It is a fault if a center player is as close to the sideline as the respective right or left player of that same line.
9. **Blocking** - Is permitted by any or all the players of the front line only.
10. **Contacting Net** - A player shall not contact any part of the net or its supports. If the ball is driven into the net so that it causes the net to contact an opposing player, it is not a fault.

11. **(Spiking League Only) Reaching Over the Net** - A player may follow through over the net, providing she first contacts the ball on her own side of the net. Players in the act of blocking may not reach over the net. The ball must break the plane of the net before the defensive player touches it.
12. **Successive Contacts by Blocker** – Players may have successive contacts of the ball during blocking.
13. **(Non Spiking League) No spiking is allowed.** A spike is any ball driven on a downward plane over the net. 'Tips' hit with velocity will be a spike and therefore not allowed.
14. **Three Plays by Team** - A team shall not play the ball more than three times before it crosses the net to enter opponent's court.
15. **Outside of Court** - A player may go outside the court while the ball is in play. She may not play the ball across the extension of the center line.
16. Touching the opponent's playing area with a foot or feet is not considered a foul providing that some part of the encroaching foot or feet remains on or above the center line at the time of such contact.
17. **Playing the Ball** - The ball may be hit by any part of the body above and including the waist. If the ball comes to rest against the hand during a hit, it is an illegal carry. All shots below the waist should be hit with a closed fist.
18. **Intrusion of Height of Court** - A ball other than the serve that hits the ceiling, fixtures or obstructions on the ceiling (basketball hoop), may be played by the offending team as long as the ball does not break the plane of the net. If the ball breaks the net plane a side-out is called.
Should a ball come to rest or be wedged in the ceiling, the ball will be replayed.
All walls are out of bounds.

When a ball hits an obstruction, the rulings are as follows:

Climbing Rope: Replay

Cargo net: Playable on your side of the net. If ball hits cargo net and goes over - ball is dead – sideout or point.

Basketball Rim:(backcourt): Replay

Basketball Backboard (backcourt): Dead Ball - Sideout or point

Basketball Backboard and Rim (side court): Replay (except on the serve). A serve hitting the backboard and or rim is a dead ball - sideout or point.

19. Winning managers are responsible for calling in their scores to the Parks and Recreation Board score line on Tuesday morning at 763-494-5957 or email: klallier@maplegrovern.gov Please call in total game score, i.e. 4-0, 3-1, 2-2, etc.
20. Regular season first and second place teams will receive an award.