

# SWFAA CHARITY VOLLEYBALL TOURNAMENT GAME RULES

## 1. Player Requirements/Safety

- 6 players on the court - a minimum of 2 female players must be on the court at all times.
- Each player must sign a waiver before his/her first game. Note: If you add a player to your team throughout the day, that player must sign a waiver before they play, even if it is only for one game.

## 2. Start Time

- The first set of games begins at 10:00am. Please arrive by 9:30am to register your team and sign your waiver to ensure that your games start on time.
- If a team does not meet the minimum player requirement 5 minutes after the official match start, your team will forfeit the match.

## 3. Scoring

- Each game is played to 21 points with rally point scoring (i.e. a point is scored on every serve).
- A team must win by at least 2 points, with a 23 point cap.

## 4. Referees

- All games are officiated. Therefore, referee with call ALL violations. Teams are expected keep a high level of sportsmanship at all times.

## 5. Play

- A player may never block a serve.
- A player may never use an open hand to volley a serve
- "Sets" that drift over the net are permitted.
- Lifting, scooping the ball and double hits are not permitted.
- A block is not counted as a hit.
- Maximum of 3 hits per side.
- If the ball lands on the line it is in.
- No "open-handed" tipping: players who contact the ball with one hand and are putting the ball over the net, must cleanly hit with the heel or palm of hand (a roll shot), with straight, locked fingers and a locked wrist (a cobra), knurled fingers (a camel toe), or with the back of the hand (locked wrist and locked fingers/knuckles).
- One-handed placement or redirection of the ball with the fingers (dink or open-handed tip) is a fault.

## 6. Player Rotations

- Rotate new players in before your team starts a new server. You do not have to rotate your players around the court, but you must rotate your servers.

## 7. Playing the Ball

- Players may play the ball off any part of their body, including feet.

## 8. Contacting the Net and Center Line

- A player cannot touch the net at any time during the game (if you touch the net, it is the other team's ball). However, a player may cross the imaginary center line as long as they don't interfere with the play or get in the way of the opposition.

## 9. Serving

- Net serves are allowed (the ball is allowed to contact the net on the serve).
- A server may serve the ball from anywhere along the baseline.
- The same server continues to serve as long as his/her team successfully wins the point.